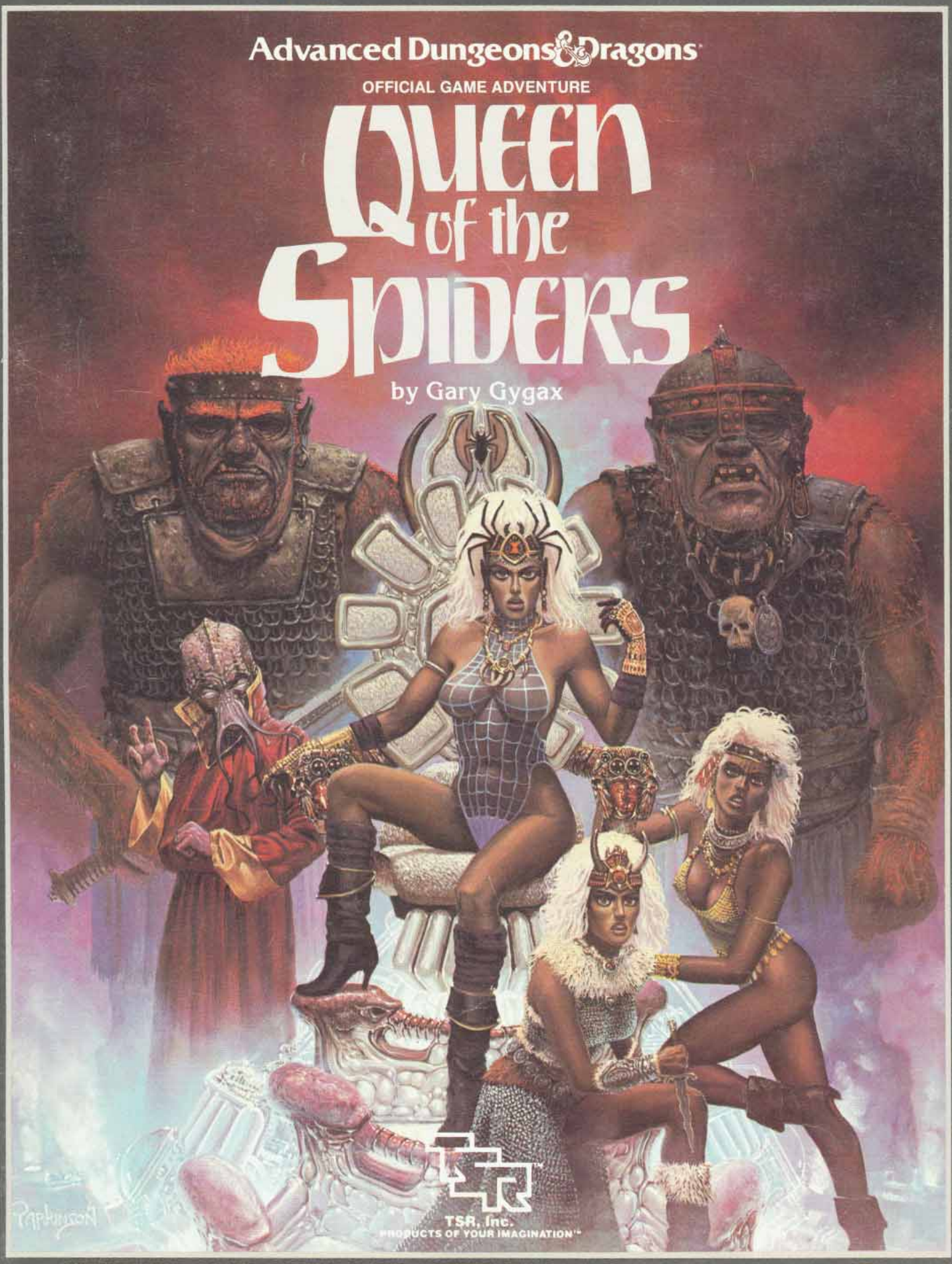
Advanced Dungeons & Dragons

OFFICIAL GAME ADVENTURE

QUEEN of the SPIDERS

by Gary Gygax



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Deep within the bowels of the Earth there lives a fell race, the drow, who conspire and plot to enslave and destroy the surface realms. The webs they spin are many, and the tendrils of their power can be felt from the Crystalmist Mountains to the Pomarj. Yet as deadly as these creatures are, they are pale shadows compared to the grim power they worship—The Queen of Spiders!

The story of the *Queen of the Spiders* is one of plots within plots, wheels within wheels. Each level of the conspiracy has its own masters (or mistresses) and hidden reasons for their actions. All the parties involved wield their own dread powers and are forces to be reckoned with. It is recommended that at the start of the adventure no characters be of less than 8th level, with 10th level the norm as the characters leave the surface world and journey into the sunless realms of the depths beneath the earth. Characters of less than 8th level will quickly find themselves overwhelmed by the creatures they must face, and it is recommended that those of much lower levels begin play with *Temple of Elemental Evil* or *Scourge of the Slave Lords*, which provide the groundwork for this adventure. Just as characters of too low a level will have difficulty dealing with the encounters within, those of supremely high level (18+ at the start of the adventure) will undoubtedly find the challenges within unsatisfying, and surely one such as Lolth would not wish to let into her web any opponent she feels could give her a fair fight! Such characters are best left running their own baronies and kingdoms, provided what support they may for lesser adventurers.

Getting Started

Before starting the adventure, each player should have the *Players Handbook*, a set of dice, and his or her character. *Unearthed Arcana* will also be helpful for the players, not only for new spells and classes, but for understanding some of the beings and encounters in this adventure. The DM should have his copy of the *Dungeon Masters Guide*, and *Monster Manual*. The *Fiend Folio®* Tome and *Monster Manual II* will prove valuable as well for full descriptions of some of the monsters the players will encounter. If the DM desires to expand the realms of the underearth beyond the scope presented in this text, the *Dungeoneer's Survival Guide* is highly recommended.

For ease of play, the adventure is divided into chapters, with each chapter lasting about an evening of adventuring (some evenings may entail covering two chapters, while some, like the chapters involving challenging Lolth on her home plane, may take several evenings to play.) The DM should carefully read the chapter (or two) to be covered in that evening, highlighting or marking any sections in the text to serve as reminders of specific details of encounters.

Refereeing the Adventure

The ultimate success of this adventure in your campaign rests upon you, the DM. It is your skill and knowledge, not only of the adventure and the AD&D® rule system, but of your players as well, that determine how enjoyable your games with this adventure are. There is no "right" way to run any encounter. There is only *your* way of running encounters. You may add or delete from the story as you see fit. What is contained within is only a skeleton, it is your input that makes it a worthwhile adventure.

The adventure begins with getting the characters to Sterich, where strange doings are afoot. If the characters in your campaign have played through A 1-4, begin play with the Prologue Section that follows. Characters gathered together for this adventure begin on the borders of Sterich in Chapter One.

Upon discovering malign forces afoot in the nations bordering the Crystalmist mountains, the players are directed to the first of their staging bases, the Steading of the Hill Giants. What the characters find there leads deeper into the mountains to the south, to the Rift of the Frost Giant Jarl (Chapter 4), and finally to the Halls of the Fire Giant King (Chapter Five).

Deep in the bowels of the Fire Giants' halls, the players should discover something of the nature of the creatures that have urged the giants to attack human lands—the drow. The drow are known to most of humanity, at least by legend, but an organized force that is powerful enough to manipulate the giants into war with mankind is unheard of!

The trail of the drow leads deep within the earth, through the realms of other evil creatures unseen by mortal eyes for centuries, terminating finally in the Vaults of the Drow, and the city of Erelhei-Cinlu, where the dark elves rule.

Yet the trail does not end there, but leads off the Prime Material Plane entirely, for the truly malevolent force behind the ills of Sterich is the Demonic Queen of Spiders, Lolth! Only by confronting her will the PCs be able to free the land of her dread curse.

As can be seen, the adventure begins simply and quickly snowballs into an epic adventure where the fate of the world may rest firmly in the hands of the PCs. This is the nature of the adventure, that as one foe falls before flashing swords and flaming spells, another is discerned behind it, one more powerful than the first, which must in turn be defeated.

This adventure is designed for use with the *World of Greyhawk™* Fantasy setting. It may be adapted for use in your own campaign either by locating it in a similar area in your own game world (another mountain-bordering state suddenly beset by gigantic invaders and demonic citadel-stealing would be ideal), or by a *gate* or *teleport* that places the adventurers on the borders of Sterich as all the Abyss breaks loose, and the only way home is through the lair of the Queen of the Spiders.

Finally, the demoness' statistics and abilities, though they have appeared elsewhere, are summarized in Appendix 1 for use with this adventure. Appendix 2 contains a complete list of new magical items that appear in this series. Appendix 3 summarizes further adventures in the maze-like realm beneath the Hellfurnaces, and Appendix 4 suggests further adventures for the Demonweb Pits.

Creatures

The statistics for all creatures encountered are collected for your easy reference. The complex details of the drow, kuo-toa, svirfneblin, and other-planar creatures (demons and daemons) are collected in Appendix 3. Study these (especially the drow) before you begin the adventure; many of the details will be needed regularly.

The less complex details for all other creatures are summarized in the map booklet, in a central section. When you start any part of the adventure, remove the campaign maps and collected creature statistics from the map booklet, and keep them handy; they will be needed for *every encounter.*

Treasures

Most creatures have valuables of some sort. Whenever gems are noted, the base values are given in the text. Use standard procedures to check for variance, rolling 1d10 for each gem (or for lots of 5 or 10 gems, as you choose), applying the following results:

1d10	Result
1	Increase to next higher value, and roll again using 1d8. No stone may increase more than 7 times.
2	Double value; do not roll again.
3	10%-60% (1d6) greater value; do not roll again.
4-8	No change.
9	10-40% (1d4) less value; do not roll again.
10	Decrease to next lower value, and roll again using 1d8+2. No stone may decrease more than 5 times.

Gem Value Categories

1,000,000 gp	10,000 gp	10 gp
500,000 gp	5,000 gp	5 gp
250,000 gp	1,000 gp	1 gp
100,000 gp	500 gp	10 sp
50,000 gp	100 gp	5 sp
25,000 gp	50 gp	1 sp

The Schemes Of The Drow

There dwells a race deep within the recesses of the earth, a race that shuns the light of day and worship fell beings such as spider-demon Lolth. This is the race of the dark elves, also called the drow.

This adventure revolves around the machinations and plots of the largest drow community in the Crystalmist mountains, the city of *Erelhei-Cinlu*. This great drow city, the largest of its type, is located in the beneath the Hellfurnaces, but the plots spun within its walls threaten to draw in all the overworld nations and their peoples.

In Erelhei-Cinlu, the chaotic drow have a semblance of order in that they are ruled by eight great noble families who preside over 16 merchant clans. The city maintains male and female fighting societies to keep rivalries between families and clans in check. A separate clerical organization, worshipping the spider-demoness Lolth, maintains a loose control over all of the above.

Such has been the way things have been in Erelhei-Cinlu for centuries. The drow clergy have encouraged the worship of the spider-demoness Lolth, and the demoness gained great power in this plane as a result.

Recently, however, there has been a split in the noble families of Erelhei-Cinlu. Two noble families, House Eilserv and the lesser House Tormtor, have sought to extend their power over the surface world through actively encouraging evil agents in the lands above. It is house Eilserv that provided the support for the slave-lords of the Pomarj, and have been rallying the giants of the Crystalmist mountains to raid the human lands.

This sudden increase in activity (with the equal increase in power for the houses involved), brought those two houses into conflict with the other noble houses of the vault. The other six houses felt that Eilserv and Tormtor were acting in an unseemly fashion and appealed to the clerical followers of Lolth. The priests attempted to bring Eilserv and its ally back into line, but the houses (led by Eilserv's ruler Eclavdra) pulled away from the worship of Lolth entirely, instead offering their veneration to a nameless Elder Elemental God, and encouraging his worship among their servants in the surface world.

The situation among the drow houses is critical. The other nobles are as yet unwilling to strike against the rebel houses in the open, but an uneasy peace exists. Both factions maintain an uneasy truce in the subterranean city of Erelhei-Cinlu, but each side is watching the other. The Merchant clans continue their trade in the underground depths, each relying on a noble house for protection. Only the existence of the fighting societies prevents open warfare.

While the Noble houses of the dark elves feud, the demoness Lolth spins her own webs. She has been growing in power over the years, despite the defection of Eclavdra and her ilk. Using the power she has gained, she is ready to make her next step; the invasion of a world!

Lolth draws worlds into her web, worlds to be conquered. She intends to add the World of Greyhawk to her collection.

Lolth controls one of the 666 layers of the Abyss, and uses her power as ruler of that realm to attack realms in the Prime Material Plane. She has many under her sway already, and is attempting to subdue others through her servants on those plains. Her next target is the Oerth, home of the player characters. She intends to suck the dimension in, a bit at a time, and place it within her realm. Once she has done this, she will crush the population and enslave them to her will.

The drow are unaware of Lolth's exact plans, only that she has great interest in Oerth. Eclavdra, leader of House Eilserv, is concerned that any plan by Lolth will reduce her own temporal power, and so is encouraging the giants to step up their attacks on the lands of the Yeomancy and Sterich.

Lolth, in her own way, sees Eclavdra's forces as softening up the area for her main attack. She does not, however, wish Eclavdra to become truly powerful on the planet she is about to conquer, nor does she wish houses Eilserv and Tormtor to become the supreme ruling houses in her new world.

This is how the player characters first come to Lolth's attention. The demoness is aware that a band of hearty adventurers has already foiled one of Eclavdra's plots in the Pomarj, such that Eclavdra has approved the removal of these characters. Lolth sees these characters as a potential threat to her own plans, and so is setting one against the other. If Eclavdra's agents slay the characters, they will be out of position when she begins her operation. If the PCs defeat the agents, Lolth will arrange to send the players after Eclavdra's giant allies, so as to weaken Eilserv and Tormtor and reward the loyal houses of Erilhei-Cinlu. If the players characters defeat Eclavdra and discover the demoness' own hand in the matter, Lolth "rewards" the characters by permitting them to come into her web and die at her hands.

Each side sees the player characters as a resource, a cat's-paw to be used against a rival without risking their own hides. Neither side considers the player characters to be a true threat to their plans, and this may result in the overturn of all their schemes.

The Factions of Erelhei-Cinlu

The following information is an overview of the drow society for the Judge. In general, the drow are untrustworthy toward non-drow, and will band together against a common threat. This material is represented in the section on the Vault of the Drow, and is included here so the DM is not confused by the early appearance of letters from Eclavdra, and brooches bearing the motto *Despanna*.

Worshippers of Lolth

House Kilsek
- Clan Hook (Allied with Puffball)
- Clan Puffball (Allied with Hook, Gem)

House Despana
- Clan Gem (Allied with Puffball, Fungi)
- Clan Shelf Fungi (Allied with Gem)

House Noquar
- Clan Mushrooms (Lozenge, Crescent)
- Clan Horsetail (Lozenge)

House Everhate
- Clan Lozenge (Mushroom, Horsetail, Crescent)

House Godeep
- Clan Morel (Crescent)

House Aleval
- Clan Crescent (Morel, Mushrooms, Lozenge)

Worshippers of the Elder Elemental God

House Eilserv (Elcavdra)
- Clan Coiled Whip (Prism)
- Clan Bars (Bone)
- Clan Bone (Bar)

House Tormtor
- Clan Chain (Prism)
- Clan Prism (Chain, Coiled Whip)

There are two outstanding merchant clans. Clan Urn is neutral to all other houses and clans. Clan Star is similar, but favors Eilserv.

Most NPC drow encountered are Chaotic Evil in the extreme. They are cruel, corrupt, and contemptuous of "lesser" races. All others exist to serve them in attaining their particular goal, primarily, and secondarily, the goals of the drow as a people. They have seen the benefits of banding together, and will not betray their people for a handful of coins, though they agree to help if it help advances their own schemes. Afterward, of course, their non-drow allies may be fed to the spiders while they laugh and applaud. Drow are always looking for their "angle," and how they can benefit to the greatest degree in any particular situation.

Prologue: Revenge of the Slave Lords!

This chapter is provided as a bridge between the adventures within this book and those in the first two books of this series—*The Temple of Elemental Evil (T1-4)*, and *Scourge of the Slave Lords (A1-4)*. If your players have not played either of the above, begin the adventure with the next chapter.

In this chapter, the player characters suspect that the slave lords, whom they destroyed, have returned. The characters are the target of savage attacks and mysterious accidents. Strange, yet vaguely familiar men shadow them. In time, it becomes clear that someone is acting against the player characters. Just who and why is what the characters must learn.

Ideally, this chapter should occur several weeks or months after the PCs defeated the slave lords. It is best if the characters consider these foes as past history, simply another heroic event in their lives. If possible, subtly encourage this attitude by questioning them on what their next adventure will be and congratulating them on the defeat of the slave lords. For best effect, you want the coming events to be surprising!

The PCs should gradually gain a picture of what is happening to them. However, this picture should never be clear. You want them to be mystified and in search of answers. By the end of the chapter, it should be clear that all their questions can only be answered in Sterich.

Since ideally some time has passed since the defeat of the slave lords, the PCs have probably traveled away from the scene of their last adventure, possibly across great distances. Thus, the following events and encounters are designed to be used in nearly any town in which the characters find themselves. As such, this town is not named nor is a great amount of detail given. It may be anything from the great city of Greyhawk to the lowly village of Hommlet.

1. A String of Bad Luck

The returned attentions of the slave lords to the player characters begins innocently enough. A few unfortunate things begin happening to one of the player characters. At first, to the amusement of the others, the events are centered around this one person. However, gradually the same bad luck befalls the entire group.

Behind all these events is a slave lord or his agents. However, his hand is never directly apparent in any of these events. Everything is done through others, who are in turn hired by others, who yet in turn receive orders or suggestions from others. Once defeated by the player characters, the slave lord is taking no chances this time.

The following events can be used in any order you desire and can be inflicted upon whatever player character you wish. It is recommended that you spread this misfortune around, however, so that one player does not feel consistently picked on.

Broke!

Some minor crucial moment when money is needed (to pay for a meal, for example), a character reaches into his purse and pulls out a dead rat! Some clever thief has cleaned out the purse, leaving a small token of his appreciation. If the other characters find this amusing, let them make the same discovery when they check their pursues. Obviously, characters who have intelligently protected their funds with magical protections (such as *magic mouth*) discover the thief in the attempt. He is a lowly cutpurse who immediately surrenders and pleads for mercy. He does not implicate anyone else, although it was suggested he rob the characters by the head of his local guild.

Mistaken Identity

As the characters are walking down the street, they hear a voice shout out, "You! Stop! Where's the 100 gold ya owe me, ya lousy welcher?" Down the street is a fat merchant, shouting and pointing at one of the player characters. He has "mistaken" the PC for someone who owes him money. He proclaims loudly for all to hear that the character is a cheat and double-dealer. When confronted, however, he realizes his mistake and apologizes for the case of mistaken identity. If threatened, he screams for the guard.

Of course, even if his apology is accepted, the damage is done. Many heard his accusations, but no one heard the apology. By the end of the day, no merchant will offer credit to the character or his friends, nor will they take orders without cash in advance. When possible, merchants will raise prices slightly for the party.

The merchant thinks he is helping with a practical joke. Shortly before the player characters arrived, a man gave him several gp to play out his part. The description he can give is of no help.

Falling Objects

As a player character steps out of or into a building, an item mysteriously falls straight toward the character. A loose brick may fall, a flowerpot may blow off a ledge, a rope may snap in the process of moving a heavy piece of furniture, and so forth. Roll to see if the character is surprised. If so, the object hits on a roll of 17 or better. If not surprised, the character can dodge the object entirely by rolling his dexterity or less on 1d20. If the dodging fails, the chance that the object hits is equal to that given above. The damage done varies with size. Small objects (flowerpots, bricks) inflict 1-8 points of damage, medium-sized (large stones) 2-12 points, and large (boulders, furniture, sides of beef) 2-16 points. Naturally, there is no sign of any culprit. Indeed, the whole thing looks accidental. And of course, it is not.

Rent Problems

When the characters arrive back at their rooms, they find all their goods piled near the front door of the building. Their rooms are occupied by strangers (who naturally dislike people bursting in on them). The landlord has rented the room to someone else. He can offer many reasons—he has heard of a character's bad credit rating, the new tenant is an important official, a member of his wife's family, or has simply paid an exorbitant amount for the room. Whatever the case, the characters are not going to get their rooms back. Furthermore, word of the event spreads quickly. Other landlords either refuse to rent rooms or demand huge sums, far beyond anything reasonable.

The new renters, of course, are agents of the slave lord who have arranged for this little indignity. They do not know their employer, only that they received a large sum of money, the address of the characters, and instructions.

The Clumsy Guardsman

At some point when the player characters are near a group of city or town guardsmen, a crossbow bolt is fired at one character of the group. It hits as if fired by a 0 level human. Whether the bolt hits or misses, a startled grunt of surprise and astonishment comes from a nearby niche. The PCs see a horrified guardsman therein, staring down at his crossbow. Extremely upset, he begins to profusely apologize for the accident. "It wasn't supposed to do that! I was only fixing the sights! I even had the safety catch on!" He obviously seems just as startled as the PCs. However, if they lean on him too hard, the other guardsmen nearby come to his support. Ultimately, the party can either accept that it was an accident or bring down the wrath of the entire city guard upon them.

The guardsman is truly innocent. Although the bolt was fired from his weapon, the trigger was pulled using a minor spell cast by a magic-user not far away.

Fire

During an otherwise quiet night, a fire breaks out in the characters' building. It is very late at night, well after honest men are asleep. If a character is awake, the fire is no-

ticed shortly after it starts. The blaze can be extinguished with little difficulty. None of the PCs' equipment is damaged.

If no one is awake, the characters are alerted by thick smoke and roaring flame. Opening their door, they see the exit blocked by fire. Those willing to brave the flames and heat can run out this direction. Others may escape out the window. The characters have 1-6 rounds before a flash fire enters their room. After this, each victim suffers 2-12 points of damage per round until escaping. Only those things the characters take survive the flames (unless able to resist burning and intense heat). By morning most of the building has burned to the ground. The landlord is then convinced that someone in the party is a jinx or has put the evil eye on his business. There is no sign of what started the fire.

The fire was actually started outside by a hired arsonist, who has long since disappeared into the night. The arsonist sincerely believes the man who hired him was the landlord, but this was an agent of the slave lord using a cunning disguise.

The Frame

As the player characters are peacefully sitting in an inn, a number of heavily armored and armed guardsmen enter the establishment, accompanied by a little man in robes. These men look about from table to table casually. It is clear they are searching for someone. Conversation stops as they spread out and move through the customers, examining each carefully. At first they pass by the player characters, paying them no more notice than the others. However, the guardsmen carefully circle around the party, trying to look natural.

When in position, the captain of the group orders one of the characters to surrender and come along peacefully. He is under arrest for theft from a local temple. If the PC resists, the guardsmen use force. They are only interested in the one character (plus any others who interfere). Another guardsman is sent to search the character's room. Other PCs may accompany him if they wish (in which case more guards come along). The guardsman finds a jewel-studded chalice, the one stolen from the temple. There is no doubt this was the stolen item and that it was hidden among the character's goods.

All prisoners are taken to the local gaol for questioning. This takes several hours, and only ends when a cleric is brought in to use *detect lie*. Of course, the local magistrate may insist the characters be punished for other actions during the course of the arrest—attacking guardsmen, injury to property or persons, or injury to authority. Any guardsmen harmed by the PCs press suits for compensation by them. These are undoubtedly expensive, and are upheld by the magistrate. If characters refuse to pay, point out that the injured party (the guardsman and his family) are legally permitted to pursue a blood vendetta against their enemy. Thereafter one out of every 10 encounters is with a family member seeking to kill that PC. It is probably easier to pay the compensation and be done with it. After all, the player characters may have accidentally injured a whole family of successful adventurers!

Evil Rumors

At first, the characters notice suspicious stares from those with whom they deal. Then these stares become a reluctance to deal at all. The characters are finally openly refused service or turned away. Doors are closed in their faces. Merchants will not sell them goods. Honest folk shun them; someone has been circulating unwholesome rumors about them. As with all gossip, it is impossible to trace it to its source, and similarly difficult to counter. To beat the rumors, the characters must affect scrupulously correct behavior for several weeks. Paladins are exempt from these rumors, but suffer from association with the other "undesirables."

2. Suspicions and Clues

As the string of bad luck for the player characters increases in intensity, they should develop suspicions that someone or something is behind their woes. At this point, you want to fuel their paranoia, making them nervous and jumpy.

Nosy Strangers

A curious stranger comes up to the player characters and asks them an innocuous question. "Do you know of a good inn?" "Have you lived here long enough to recommend an honest tavern keeper?" "Are you from around here? Your accent seems different." The characters will probably think little of such minor interruptions. But in the hours and days that pass, other strangers ask other questions that slowly begin to probe into their backgrounds, religious beliefs, abilities, and past experiences. These folk are agents of the slave lord, attempting to gain more information about the party for their master.

False Scent

Once the PCs are a bit suspicious, tell one player that his character notices a man watching the party. The man doesn't do anything in particular, and if anyone watches him he seems to pay no attention to the group. If the PCs go to a public place, the man seems to follow them. This lasts for several hours. However, the man is actually an innocent woodcutter, in town for his own reasons. He is not following the party; all has occurred by chance. He creates a scene if pressured by the player characters, which should make them look foolish.

Real Shadows

Sometime after the previous incident, have the same player character or one of his close confidantes notice a stranger watching the party. As before, if the characters watch this man, he appears to pay them no notice. He again seems to follow wherever they go. This time the man is actually shadowing the PCs; he is an agent of the slave lord. If confronted, he denies everything. His instructions are to watch the PCs for several hours and then note all his observations on paper in a secret code. This he seals in a tube and drops into the main well of the city. However, the tube is not to be collected. Another agent secretly scans his mind with an *ESP* spell while he prepares the report.

After several hours, the tail on the party is replaced by a different man (who the PCs may or may not notice). His instructions and procedures are identical to those of the first agent.

Spy of the Slave Lord (1st Level Fighter): AC 10; hp 8; MV 12"; #AT 1; Dmg 1-4 (dagger); THACO 20; AL N(E); XPV 18

3. Messages and Meetings

By now the player characters should suspect that someone or something is working against them. However, all their efforts to locate their tormentor should have ended in frustration.

A surprise message is discovered when a character reaches into his pocket. The crumpled piece of paper reads:

> "If you wish to discover the cause of all your misfortune, be at the Tattered Flag Public House tonight. Do not fail to come or you will never know the source of your ills. I will know you."

The PCs have no trouble finding the Tattered Flag Public House; it is a well known establishment. But unless they specifically ask, they do not know that the place has a reputation as the watering hole of the toughest and meanest ruffians of the area. It is noted for its brawls and wild evenings.

There is no ambush or trap set at the Tattered Flag. But for several nights before the PCs arrive, agents of the slave lords spread stories among its patrons, referring to some adventurers who are boasting of their prowess and insulting the lineages of several regulars at the place. It is just a coincidence that the

description of this group is amazingly similar to the PCs.

When the PCs enter the place, read the following to the players.

> Even though the sun still glows in the western sky, it is dark and gloomy inside. Until your eyes adjust, all you can see clearly are a number of tables and chairs and hulking bodies. There is a steady clatter and clink of mugs and dishes and many voices raised in boisterous and crude song. The bar is peculiar. It is large and wooden with shuttered windows that open into the kitchen. Drinks and platters of food are passed through the windows to serving wenches. You manage to find an empty table.

As their eyes become adjusted to the light, the characters begin to see the true nature of the Tattered Flag. The place is occupied by a score of the biggest and meanest looking thugs imaginable. They gradually fall silent as heads swivel in the direction of the party. Then the largest walks over to their table. His head is shaved in rows, the remaining hair standing in stiff bristles. His face is lined with tattooed welts in coiling patterns and his teeth are cracked and broken.

"I hear there's a new bunch in town who think they're real tough. They said some things we don't like. Ain't that right, boys?" There is a general nod of agreement from the other patrons who are gathering about the PCs' table. "I hear that someone like you was bad-mouthing us. We don't like people bad-mouthing us. It makes us angry. We think maybe you ought to have your attitude fixed." The shutters of the bar windows slam tight. As the last one is being closed, the landlord pokes his head out and says, "If you guys bare your steel, I'll see you spend the rest of your days in our fine town dungeons!" The thugs are looking for a fight and there is nothing the player characters can say that will avoid it. If they try to leave, they are pushed back into the room, and fists begin to fly.

The 20 thugs have no intention of killing the characters, only to give them a good beating to let them know who is boss. They do not draw weapons (nor use magical devices) unless the PCs do so first. If a character draws a weapon, the various thugs make it clear that the PCs were the first to do so, and that this will certainly bring down the law upon them all.

Use the weaponless combat system laid out in *UNEARTHED ARCANA* (Appendix Q). The thugs are considered to be *exposed* targets. Well-versed in tavern brawling, they quickly pick up chairs (large, heavy objects), and seek to gang up on characters, two thugs holding down an opponent (grappling) while a third flails away at him.

If the thugs beat the player characters senseless, they strip them of all cash and dump them in an alley several blocks distant from the Tattered Flag. They also relieve them of a few minor magic items. If the PCs immediately return to the Tattered Flag, they find it closed for the night. If they come back the next day, they are stopped by several guardsmen at the entrance who tell them the place has been closed by order of the town council.

Tattooed Thug (10th Level Fighter): AC 6; hp 63; MV 12"; #AT 3/2; Dmg by weapon +6 (strength), with knife (Dmg 1-3) and sap (Dmg 1-2); THACO 9; AL CE; XPV 2,232

Tattooed Thug's Friends (19 7th Level Fighters): AC 8; hp 42; MV 12"; #AT 3/2; Dmg by weapon +2 (strength), with knife (Dmg 1-3), sap (Dmg 1-2), or club (Dmg 1-6); THACO 12; XPV 561

The player characters find a second message when they return to their rooms after their little adventure at the Tattered Flag. It has been slid under their door. The landlord remembers that a young man came by, but cannot describe him. The message reads:

"Your accursed misfortunes continue! I saw a riot at the Tattered Flag and feared I would be discovered. Let us try again tonight at a more peaceful place, the Hammer and Sword. There is more at stake than you realize!"

If the characters check, they find that the Hammer and Sword is indeed a much more placid and respectable establishment. There are no traps or ambushes on or around the premises. There are no burly thugs drinking at the bar. The characters can find seats in a quiet corner without attracting any undue attention. Everything appears safe.

Fifteen to twenty minutes after the characters arrive, the front door suddenly slams open. There, standing in the doorway, is the Tattooed Thug and his companions (possibly somewhat worse for wear after last night's encounter). Unless the PCs are disguised, they are quickly spotted. "Boys, them's the dogs who closed down the Tattered Flag!" he shouts, sounding somewhat surprised. "Let's teach 'em that lesson again!" With that, he and his companions charge across the room. Another fistfight quickly erupts. Once again, the thugs only fight non-lethally unless the PCs escalate the incident.

If the player characters are disguised, the Tattooed Thug and his boys do not recognize them. Instead, they grab tables and benches (dumping other customers as need be) and begin drinking heavily. Their loud conversation centers around what they will do to those "dogs they thrashed last night" if they ever meet again. Their plans do not sound pleasant at all. The more they drink, the louder, meaner, and more physically abusive they get. The PCs must leave very carefully if they do not wish to start another fight.

Naturally, the Tattooed Thug and his friends didn't just come here by accident. An agent of the slave lord suggested this tavern, mentioning also that the player characters might be found there.

The third message arrives the next morning. The messenger was hired by a handsome young man, who was obviously nervous and frightened. The message reads:

"What gods have you offended to curse your fortunes so? I fear for my own safety just to be near you, yet I cannot remain silent. Dangerous forces loom in the west, forces that toy with your lives. For your sake I must speak with you. Tell this messenger of a private place where I can meet with you. I will be careful; none will follow me."

The messenger carries a reply to the person who hired him, if desired. His instructions are to go to a certain bridge at noon and think the name of the place their characters will be at. After one minute of thinking, he is to leave. The bridge named is always very crowded at noon with traffic going to and from market.

At the location chosen by the PCs, allow them time to prepare any traps, surprises and ambushes they desire. When the appointed time comes, a group of men bursts upon the scene —the Tattooed Thug and his friends! They seem as startled and surprised as the player characters.

The party has been set up once again, but this incident is not what they might think. The newcomers are actually members of the city guard. Tipped that a dangerous fugitive could be found on the scene, they have come bursting in. However, just before they appeared, a hidden magic-user (an agent of the slave lord) cast a *phantasmal force* about them, disguising them as the PCs' nemesis. The magic-user hopes that the PCs attack, of course, and maintains the illusion only until they do so.

If the PCs attack, the ploy succeeds, and the damage is done. As the illusion vanishes, the foes stand revealed as guardsmen, and angry ones at that. The penalty for attacking a guardsman is steep—at least several months in a dank cell. Furthermore, the guardsmen are going to pursue this arrest with great vigor, seeing that justice is liberally and harshly dispensed. They do not lightly tolerate any of their own being hurt. It is strongly recommended that the player characters leave town as quickly as possible. If they remain, they are treated as common criminals, no matter what their alignment or class. Repeated attempts are made to arrest them. The more they resist,

the higher the level of those sent to arrest them, until eventually name-level bounty hunters are set on their trail. Furthermore, the more they resist, the more they damn themselves in the eyes of the law.

Guardsmen (10 2nd Level Fighters): AC 7; hp 9; MV 12"; #AT 1; Dmg 1-8 (longsword); THACO 20; AL LN; XPV 38

4. The Lonely Inn

This encounter is used after the player characters have left town (whatever the reason). Before using it, you will need a copy of the statistics of the Slave lords (see adventure A1-4). You will also need the map of the Lonely Inn.

Select any one of the slave lords who was not slain by the party, preferably Edralve or Stalman Klim. If all the slave lords were slain, use one of your choice (assumed to have been found and *resurrected* by his or her followers). Add three levels to the slave lord's experience, to reflect the passing of time, but use approximately the same magical items as before.

The encounter begins on a stormy evening when the player characters are warmly and safely sheltered in a small country inn. Select the time and place most suitable for this encounter. Read the following aloud.

> Rain crashes in sheets against the tightly shuttered windows of the little inn, driven by the gusting wind. The torrents drumroll across the roof, the patter rising and falling with each blow. Loose shingles clatter, the shutters bang against the window sills, and the old beams of the inn creak and moan. The innkeeper clatters about with pots and bowls, setting them out to catch the drips from his leaky roof. You've managed to drag your table and chairs to a dry spot near the hearth. His little son heaves another log onto the fire, cutting the chilly damp of the storm. The innkeeper's dumpy wife clatters in the kitchen, preparing hunter's stew and dumplings for the dinner.
>
> Suddenly the door, caught by the wind, slams open and a burst of cold wet rain swirls throughout the room!

The player characters suddenly come under attack at this instant. Standing in the open doorway is either the surviving slave lord (if he is a spellcaster) or an armored man holding several spiders on leashes. Because of this entrance, the NPC gains a +1 bonus to surprise. If the slave lord is present, he instantly casts his most powerful destructive spell at the party. If the armored man is in the doorway, he releases the spiders, giving a lilting command, and they spring to the attack.

The inn is also surrounded by minions of the slave lord. Ever since the defeat of the slave lords (and the destruction of their operation), he has thirsted for revenge against the offending PCs. He has patiently rallied his followers and set out on the trail. For weeks he has wandered, following clues and coming ever closer. As he has traveled, the flames of revenge within him have grown. Tonight, discovering his enemies were staying in a small inn, he has prepared the final act. He has one goal—to slay the player characters, no matter what the cost! To this end, he will do anything.

The slave lord has no regard for the property or safety of others. He would burn the inn down if necessary, and even sacrifices himself if there is no other way to destroy the hated adventurers! But he does want them to know who has defeated them, and thus takes the lead in this fight. All those with him are likewise fanatical in their goal. No quarter is shown, and every attempt is made to kill them. Compared to the price of failing in their mission (the tender ministrations of Eclavdra and her ilk), death is preferable to returning without proof of the character's demise.

Still, the slave lord has prepared thoroughly. Stationed in and around the inn are his followers. Outside the front door, in addition to himself and the Master of the Spider-Hounds, are two 7th level fighters. After the opening attack, the fighters charge into the inn, attempting to keep the PC fighters occupied. The Master of the Spider-Hounds releases his pets if he has not done so already. The slave lord attacks the PCs by the most effective means at his disposal.

Positioned at each of the three windows is a 4th level fighter armed with a shortbow. At the first sound of an attack, they break the shutters open (which takes 1 round, and then begin firing on the PC spellcasters, attempting to interrupt their powers. The third of this group (the one along the side wall) is shielded by a *protection from magic* scroll, with 7 rounds remaining at the time of the attack.

At the back door are two 6th level thieves, hidden to either side. They do not enter to attack, but attempt to backstab anyone who tries to leave. Those who leave in haste are not likely to notice these two and are thus automatically surprised. Those who exercise caution may notice the thieves before it is too late.

As previously noted, the slave lord fights to the death. He screams invectives at his foes, blaming them for all his misfortunes. Furthermore, he rants about how the PCs have interfered with the plans of his masters. But just who these masters are, he does not say. (Neither the slave lord— unless the lord in question is the Drow, Edralve—nor his minions know their masters' identities exactly. They have always received messages from intermediaries.)

The spider-hounds have been trained to obey simple commands spoken in the language of the drow, which is known to Turrock (their master).

The Slave Lord: As per details given in A1-4 (any one, DM's choice)

Turrock, Master of the Spider-Hounds (8th Level Fighter): AC 1; hp 55; MV 12"; #AT 3/2; Dmg By weapon +1 (strength); THACO 13; *plate mail +1, battle axe +1, longsword +2* (AL LE, INT 21, Ego 3, detects invisible), *shoes of Fharlangnh, ring of sustenance*; AL LE: XPV 1,275

Spider-hounds (huge spiders): hp 18 each; XPV 199 each

Fighter #1 (Marbreau, 7th Level Fighter): AC 4; hp 45; MV 12"; #AT 3/2; Dmg 3-10 (sword); THACO 14; *ring mail +1, ring of protection +1, longsword of life stealing +1* (AL NE, INT 15, Ego 10, *detect invisibility, locate objects, detect slopes, detect large traps*, speaks NE, Drow, Undercommon); AL NE; XPV 885

Fighter #2 (Karmik, 7th Level Fighter): AC 5; hp 34; MV 12"; #AT 3/2; Dmg 5-12; THACO 14; *ring mail +1, battle axe +3, boots of levitation, potion of ESP*; AL NE; XPV 747

Bowmen (3 4th Level Fighters): AC 5; hp 22, 20, 17; MV 12"; #AT 1 or 2; Dmg 2-9 or 1-6/1-6; THACO 18; poisoned arrows, *longsword +1*; AL LE; XPV 238, 230, 218

Thieves (2 6th Level Thieves): AC 8; hp 26, 23; MV 12"; #AT 1; Dmg 1-8; SA backstab at +4 for triple damage; THACO 19; Thief #1 (Alfonce) wears a *ring of mind shielding*, Thief #2 (Gaston) wears a neutrally-aligned *ring of faerie*; AL N; XPV 381 and 363

If the characters defeat the slave lord, they eventually learn his identity. They have either faced him once before, or find papers on him that identify him and connect him to the slave lords previously encountered.

There are two particular mysteries surrounding this slave lord. The first applies only if the PCs previously defeated and slew him (or her). Who or what restored this evil villain back to life? The second mystery is where is the slave lords' base NOW?

If the players think a little, it is obvious they did not succeed in destroying the slave lords. The roots of this evil group were deeper than they suspected. Furthermore, it should not be

too hard to deduce that the PCs' lives are going to be very brief unless the slave lords are finally and totally defeated. The characters have irritated these foes (to say the least) in the past.

If the PCs defeat the slave lord without utterly destroying it, they find the following papers:

> A message from Eclavdra of house Eilservs to the slave lord:
>
> "It is distressing to hear of the causes of your failure in the operations in the Pomarj. Certainly before we can consider further aid and assistance, those responsible for the interference must be utterly destroyed as an example of our power. I charge you and your organization with this task. We await the heads of our enemies. Pray bring them to us.
>
> So authorized by the hand of E——-."

The signature on the message is blurred, though the first letter (E) may be made out. The message is stamped with the seal of a javelin in silvery wax unlike any seen by the characters.

An elegantly scripted note on expensive vellum reads as follows. Insert the name of the country that the PCs visited most recently.

> Eastward your journey must be. Seek out your foes in the lands of . So it is by the all-knowing mind of Algorthas the Seer.

(Algorthas lives near the city of Istivin in the land of Sterich.)

Finally there is a message written in code from another of the slave lords. A *read languages* is required to read this one.

> Although they seek to hide it, there is apparent consternation in the noble houses. Her displeasure in our failure has resulted in the unpleasant demise of the others. She has ordered scouts back from the farthest banks of the Javan. As precaution, I have placed all of our people on immediate alert. Should the situation require dismantling operations here you will be able to make contact in Flen.

"She," in this case, is Eclavdra. The message is sent by another slave lord survivor.

The minions of the slave lords are all foreigners to the area, having the appearance of men from the west. Their equipment and clothing is of Keoland and Sterich make, a fact readily apparent to local craftsmen.

If all of the attackers escape, leaving nothing behind, the party must do a bit of detective work. Locals in the area remember the group rode off to the west. Someone recognized their accent as being from the west lands—Keoland or Sterich.

Alternate Beginning for WORLD OF GREYHAWK™ Setting

The Brother

It is possible that the characters playing GDQ 1-7 are active in the WORLD OF GREYHAWK™ setting without having played A1-4 *Scourge of the Slave Lords* (for example, if the player characters involved in that adventure are no longer active). The characters so mentioned would not have the slave lords as implacable foes for that reason, and so must have another reason to head in the direction of Sterich. The following encounter provides such a basis for adventuring toward the Crystalmist Mountains.

One evening, while the characters are lazing about in their favorite castle, inn, tavern, or whatever, a trusted henchman of one in the group enters, obviously excited and short of breath. "Good sirs!" he cries out, "good sirs, forgive my intrusion but I would beg to speak." Dropping to one knee, he turns to his master and continues. "I have just this hour received joyous news—my brother, unseen to mine eyes for many years, is coming here! Indeed, the messenger swears he is but a day's ride behind. I ask of thee to grant me the leave to receive and entertain him for a few days. He only lingers a fortnight upon which he must retrace his journey to the west." The NPC persists until the boon is granted or until the PC will obviously hear no more of it. With this, the whole business seems settled.

Two days later, however, the NPC returns to the group with a stranger. Looking at the two closely, it is easy to see a family resemblance. The stranger has the same face and eyes, though older and harder-looking. He seems more self-confident and commanding than the character's henchman. Read the following to the players.

> "Sirs, I would like to introduce you to my brother. He has traveled greatly, from the lands of Sterich to our doors. I am greatly pleased to present him to you and ask you to listen to what he has to say."
>
> The brother steps forward and bows. "Sirs, I have traveled to these lands not just to see my younger self, pleasurable though this may be, but also at the request of my father the Viscount of Javan, who in turn has been commanded by the Earl of Sterich. By my father's word, I say the following."
>
> At this, he closes his eyes and stiffens. The tone of his voice changes deeper and thicker, becoming that of an older man. "I am the voice of the Viscount of Javan. Through my chosen instrument, I speak to you. By hearing these words you shall know that my son has found those with the strength to face the tale I tell.
>
> "Evil times have befallen the lands of my liege the Earl of Sterich. Our homes, the lands of a strong and free people have lived for centuries in the shadow of the great western mountains. We have defended ourselves from those enemies that would come from the west. Our swords and our lances have been our strength. But now our strength is weak. Greater force than that with which we can contend descends upon us. Giants roam our homelands, driving us further from our western borders. Dark figures ride in the night. The wise among us feel plots unfolding beyond our understanding.
>
> "We are in need of those such as yourselves. My son has chosen you to hear my words. I pray that he has chosen wisely. We plead for your aid. Tell my son you will hear our plea. Journey to Istivin in the Earldom of Sterich that you may save us."

The speech ends and the brother opens his eyes and shakes his head. "I know not what has transpired here, but act as I my father bid me. Now by his command I must await your word. For one day I shall remain and then I must again undertake my wanderings." He bows once again and steps back.

If the characters accept the challenge, the brother gives them general directions to Sterich—the probable length of the journey and a listing of the lands through which the characters will pass. If there are any notable hazards, he mentions them, although he is not particularly well-informed. He does not accompany the party, for his orders are to continue his search for brave heroes. The PCs are the first that he has found willing to take up the cause, however.

If the player characters refuse the plea, you as referee must find some other method of getting them to journey to Sterich. You can always point out that this is the type of heroic challenge at which any good hero would leap.

Finally, there is the small detail of the NPC henchman. Player characters may be surprised to discover that one of their henchmen is so socially prominent—the second son of a Viscount. Furthermore, he has the royal blood of Keoland in his veins. He reluctantly explains that he and his father had a falling out many years ago. This has compelled him to take up the wandering life. Although what happened then saddens him, he has no regrets. However, because of the strain between himself and the Viscount, he cannot accompany the player characters on their journey. Instead, he must travel with his brother, aiding him as much as possible. With a saddened heart he leaves the party, most likely never to be seen again.

The Road to Sterich

The road that leads to Sterich, on the borders of the Javan River, may be of varying length, according how far the characters have wandered since the end of A1-4, and where the final battle with the slave lord takes place. Use your encounter charts of your own devising, those provided in the WORLD OF GREYHAWK™ setting, or those given in this book.

This section briefly covers the long journey from wherever the characters began to the Earldom of Sterich. For this chapter, you will need the Wilderness Map in the Map Booklet. However, this map is designed for characters using the WORLD OF GREYHAWK Setting. It assumes that the characters are beginning their journey somewhere in the general area of the Pomarj or the Wild Coast (where *Scourge of the Slave Lords* ended). If you are not using this campaign setting, or if your player characters have wandered out of this area, you must provide your own wilderness maps.

While the characters are making this overland journey, roll for encounters as normal, according to the rules given in the *Dungeon Masters Guide* (page 47). The exact encounter can be determined by the table below, the tables in the WORLD OF GREYHAWK Setting, those in the DMG, or those found in *Monster Manual II*. The exact choice is left to you, as referee.

In addition to providing random encounters, this chapter also describes several specific ones. These are not keyed to any location on the map, although each has general terrain requirements. You may introduce any of these encounters whenever you deem it appropriate. Some may provide the player characters with more information and motivation for their journey; others provide a break from the monotony of random encounters. You may also want to prepare special encounters of your own, ones that best suit the character of your campaign.

As the characters move west toward Sterich, they hear dark rumors about their destination. Sterich is a noble land, ruled by Earl Querchard and a vassal-state of Keoland. In recent months, however, a darkness has fallen over that land, as tribes of giants and non-humans have moved down from the mountains into the area, wreaking havok in their wake. Fell creatures are said to roam the lands after dark, and those folk who do not live in the fortified citadel of Istivin (the capital) keep their shutters and doors barred at night.

When the characters reach the shores of the Javan river, or otherwise reach the borders of Sterich, continue with Chapter 1.

PART 1: G1-3

CHAPTER 1: Darkness over Sterich

Read the following to new characters starting this adventure, or to characters who have played the Prologue and have reached the eastern borders of Sterich.

> Your party crosses the last of the low hillocks, and you see spread before you the wide, muddy flow of the Javan river, the longest in this part of the world. The normally rich banks are crowded with a city of dirty tents and hastily-built shelters, as if an entire city had decided to go adventuring. A similar collection of muddy colors dots the far shore. Between the shores is a steady line of rafts and small craft, hauling people from the far side to the near.

The tents are refugees from Istivin and from the more remote towns that have been plagued by giant raids. The people have fled with all they could easily carry, though some of that has been taken by the ferrymen as the cost of transport to Keoland and safety. As a vassal state of Keoland, those who are able to flee are doing so.

Should the PCs inquire among the refugees about the reasons for flight, they get various responses. Those from the areas bordering the mountains tell of raids by huge giants, hill, frost, and others, wielding great powers and in alliance with evil troops and powerful monsters. Those from Istivin tell a different story; the Earl's citadel has fallen under an evil curse, a blackness that threatens to eat the world.

The PCs' questions are interrupted by a rider bearing a shield with the image of a black lion on red, the symbol of the royal house of Keoland. The rider asks the PCs if they are adventurers, but regardless of the answer, he unrolls a scroll and reads the following:

> "To all who hear this proclamation who are good and strong fighters, mighty and knowledgeable wizards, proverbially wise sages and clerics, masterly thieves who use their abilities in the service of goodness and justice, heed the words of the His peerless Majesty, Kimbertos Skotti, King of Keoland, Lord of the Gran March, Plar of Sterich, and Protector of the South, through this humble spokesman.
>
> "The land of Sterich has been placed in dire danger that exceeds the abilities of ordinary levies and mercenary troops to contain. Foul witcheries and great malign magicks have conspired to destroy this noble state. It is therefore my wish and thus my will that all such goodly men and women and those of demi-human standing hie with all due haste to Istivin to aid in the repelling of this great danger.
>
> "Those who choose to come to the aid of this land in its time of need shall be rewarded with the treasure of the creatures they defeat, without tax or surcharge by the crown. Those who choose to abandon this land in its time of need, or to flee or aid the forces of darkness, will be cursed in the eyes of the kingdom, and held as traitors.
>
> "By my hand, my wish and will, and with the stamp of the signet ring that is the seal of my power...
>
> Kimbertos Skotti, King of Keoland, Lord of the Gran March, Plar of Sterich, and Protector of the South."

The call of a nation in danger (and the chance for easy money without having to worry about giving some of it to the crown) should intrigue the characters to move toward Istivin, even if the clues of the slave lord in the Prolgue did not point that way earlier. Adventure (and a little cash on the side) awaits!

Those characters from the Prologue who wish to follow the trail of the slave lord's accomplice in Flen find the following. The Inn at which the accomplice was supposed to be staying is boarded up and empty. Those in the area tell tales of dark shadows moving through the night, and hideous inhuman screams, but no one living (nor any body or evidence of a fight) was found the next morning.

Random Encounters in Sterich

Use the following encounter key for random encounters in Sterich, both on the way to Istivin and when traveling to or from the Jotens. Check for encounters once every eight game hours. If all three special encounters have been used, re-roll any result of 87 or above.

1d100	Encounter
01-05	Dwarves, mountain (11-20)
06-10	Giant, fire (1) with bugbears
11-20	Giants, hill (1-4)
21-25	Patrol, Keoland
26-35	Patrol, Sterich
36-40	Patrol, false
41-45	Raiders, goblins (10-80)
46-50	Raiders, hobgoblins (10-80)
51-60	Raiders, human bandits (10-80)
61-65	Raiders, ogres (10-80)
66-70	Raiders, orcs (10-80)
71	Raiders, trolls (1-4)
72-86	Refugees (10-60)
87-00	Special encounter

Encounter Details

Dwarves, mountain: This hardy race is taking a battering in their mountain homes by the onslaught of the giants and their allies. They are found acting as additional support in Sterich to maintain the peace, transporting valuable items (either for trade or to safety), or looking for non-human raiding parties. There is a 4 in 10 chance that someone in a given band of dwarves knows the location of the origin of these giant raids (Chapter 3).

Hill Giants: This is a raiding party from the steading of the hill giant chief (Chapter 3). There is a 10% chance that one has a map locating the steading, so they can find their way back later.

Fire giant with bugbears: This is another raiding party under the giants' controls. The fire giant, one Garoof by name (hp 65), has been assigned the task of reporting back success to his King through the hill giant chief. If interrogated, Garoof may admit that the main headquarters for controlling the raiders is in the hill giant's steading (which is a lie, but there is no love lost between the tribes of giantkind).

Patrol, Keoland: This group of 26-33 soldiers (see following details) is mounted on light horse, and equipped with lance, javelin, and longsword. They bear the shield device of Keoland, the black lion on red.

These troops have been sent across the Javan to help the Sterich natives keep order, hunt down bands of non-human raiders, and be a mobile strike force to react to specific raids. Their base is in Istivin, and they are aware of the situation there *(q.v.)*. The patrolmen from Keoland resent being sent from their relatively secure patrols into this hill country that is leaderless and overrun with foul creatures and greedy adventurers. They have instructions to allow human adventurers to head toward Istivin and not to molest them, but they ask for the destination of all other groups.

Each is on a light horse (HD 2; MV 24") and armed with lance (Dmg 1-6, ranges 1"/2"/3"), 4 javelins (Dmg 1-6, ranges 2"/4"/6"), and longsword (Dmg 1-8).

1 Officer (Level 5; AC 4; hp 30; XPV 240)
2 Sub-Atlerns (Level 3; AC 4; hp 18 each; XPV 89 each)
6 Sergeants (Level 2; AC 5; hp 12 each XPV 44 each)
17-24 Regulars (Level 0; AC 5; hp 6 each; XPV 11 each)

Patrol, Sterich: These patrolmen are on foot, recruited from the local area. They bear the shield device of Sterich, the black and red lion on red and black shield. They try to stop everyone they meet and ask of their business in the area. They do not harass any adventurers

heading *toward* Istivin, but ask for papers and identification of those that seem to be departing. They are always polite, though strongly suspicious of strangers.

Each is armed with dagger (Dmg 1-4) and longsword (Dmg 1-8), and leader types have missile weapons as well.

1 Captain (Level 7; AC 4; hp 42; XPV 561)
2 Lieutenants (Level 4; AC 4; hp 24 each; XPV 156 each)
4 Sergeants (Level 3; AC 5; hp 18 each; XPV 89 each)
8 Veterans (Level 2; AC 5; hp 10 each; XPV 40 each)
41-50 Levies (Level 0; AC 7; hp 3 each; XPV 8 each)

Patrol, false: These are human raiders (bandits) that have defeated a patrol and taken its guise. Refer to the type of patrol (either) for numbers, colors, and equipment, though only one of the group is a leader, commanding first-level bandit troops. If they encounter a superior force, the false patrolmen try to bluff their way through, but the PCs may notice discrepancies —ill-fitting uniforms or lack of decorum.

Raiders: None of these independent raiding groups is directly associated with the giants. An agent of the giants has traveled and spread word that the pickings are easy in Sterich, and humanity will be in flight therein. These groups are merely drawn in like vultures to a fresh kill. They know nothing of the location of the hill giant's headquarters.

Use standard details for all raiding monsters.

Refugees: These are 10-60 unarmed zero-level humans, either fleeing their farms for fear of the giants or fleeing Istivin in fear of the dark sorceries.

Special Encounters: Choose one of the following, as seems most appropriate. When all three have been used, re-roll all random encounter result of 87 or more.

The Special encounters are *Big Johann, Trap-door Giants,* and *Stone Giants Return.*

1. Big Johann

This special encounter should occur just as night begins to fall. The characters see in the distance a small town, a comfortable place to spend the evening and more inviting than the cold ground.

To the villagers it is obvious that the PCs are important and powerful adventurers. Normally their arrival would be a point of interest, but here the characters are greeted with fearful looks and sullen glowers. No one approaches them or talks cheerfully to them. Women protectively hustle their children away from them. Men stop their work and stare at the player characters as they pass.

The characters have no trouble finding the village inn; it is a bright and gaudy place. Outside, in the shade of an old elm, a group of rough-looking men drink and bowl. Several ne'er-do-wells lounge on the benches scattered about the yard. Inside, the inn is lively and gay. A sassy serving wench whisks through the tables, countering indelicate compliments and suggestions with biting wit. A game of bones is played at one table with furious zeal. The innkeeper has just finished tapping another barrel of ale when the characters enter. The common room quiets for a second as the crowd surveys the new arrivals, and then falls back into its noisy habits.

The party can find a table without any trouble. Surveying the room, they see a typical collection of villagers, with a few apparent hard cases here and there. Still, things don't seem unusual, especially considering that an honest working day has just ended.

While the PCs are getting settled, a small scene erupts at an adjacent table. A rough-looking fellow, none too handsome and a bit done in for drink, is getting a little too forward with the serving wench. She makes it clear with a slap across his face that she wants nothing to do with him, but he only gets meaner and more demanding. This is obviously not the way a gentleman should treat a lady! And no one in the place is doing anything. All the other customers make pained efforts not to notice what is happening.

If none of the PCs decide to step in, the drunk trips while getting up to chase the lady. Jumping up, he glares at the party, furious, and loudly blames them for his accident. On the other hand, if anyone does the chivalrous thing, the cad is easily faced down.

Though tough-looking, he is craven and gutless, the type who considers a quick stab from behind a fair fight. Any strong-looking character who acts tough and isn't bluffed by the drunken bully's words can get him to show his true colors. Muttering imprecations and unfinished threats, he slinks out of the inn. During the confrontation, the entire inn falls silent, except for the clink of the innkeeper's cups. Everyone pretends not to notice what is going on while watching the scene out of the corners of their eyes. When it is all over, there is a strained attempt to regain the gaiety and cheer of the inn. However, it is never quite the same. A strained forced edge creeps into everything.

But there is at least one person who has not forgotten the gallantry of the player characters. The serving wench, having slid away during the confrontation, returns to the table with a bottle of wine for her rescuers. "This one is on me, good sirs, though I fear your kindness will here be poorly repaid." With that she pours drinks for the group.

If the PCs choose to ignore the whole event, she stares at them, mystified. Finally she speaks. "Sirs, you do not understand, do you? You're not leaving town. I appreciate what you have done, but you have earned no friends here. They," she says with a nod toward the others, "they would just as soon you let me alone. Look at them; they're all scared out of their wits. You stood up to Albere, one of Big Johann's band. You can bet that he is going to come back."

A man at a nearby table leans over and says, "Indeed, it is so. You, meddling strangers, have more than likely doomed us all. When Big Johann and his men hear what has happened, they'll come for their revenge! And they'll take it out on us!" By now you can hear voices of bitterness and discontent throughout the inn. To the minds of the locals the outcome is certain. Big Johann (apparently some local bandit or warlord) and his men are going to return and punish the town. And it is all the fault of the player characters. They even hear outcries that the townspeople turn the party over to these villains and possibly avoid any retaliation! In no time at all the word is out all over town.

If the characters wish, they can take the cad's choice and leave town. None of the townspeople try to stop them, although they are pelted with some garbage and a few stones. The townspeople are more than happy to inform on the group, hoping to divert the wrath of Big Johann. Otherwise, the PCs can own up to their actions and await his arrival. It should be very clear to the characters that they are not going to get any shelter or assistance from the townsfolk. The only person who has the slightest feeling for them is the wench they rescued.

An hour after Albere leaves town, Big Johann arrives. With him are Albere and the rest of his men. In a booming voice Big Johann announces himself—a frost giant riding on the back of a wooly mastodon! With him are an assortment of other giants and creatures, his "men." They make no secret that they intend to smash this town and the player characters flat. It is up to the party to stop them!

Big Johann carries a giant-sized axe and a saddlebag containing three boulders for tossing. Johann swears fealty to the Frost Giant Jarl in Chapter 4, but has never visited that leader's glacial home nor does he know its exact location.

Big Johann (Frost Giant): hp 50; XPV 2,950

Smokey (Mastodon): hp 60; XPV 2,960

Ogres (10, "Big Johann's Boys"): hp 23 each; XPV 205 each

Albere (6th Level Fighter): AC 2; hp 36; MV 12"; #AT 1; Dmg 2-9; THACO 16; *chain mail +2, longsword +1*; AL CE; XPV 441

2. Trap Door Giants

This encounter should occur any time the player characters are traveling through open plains, either in the wilderness or on the edge of farming lands.

The party is riding through the middle of a grassy plain, past what may be natural formations or perhaps ruins even older than antiquity. Dotted throughout the tall weeds are rings of large stones. Nature and accident may account for them, but they might also be the foundations of some ancient primitive village.

When the characters are in the midst of this area, have the party roll for surprise with a −1 penalty. Suddenly, five huge trap doors fly open in the area around the party. Rising up out of each is a hill giant with a massive club. They waste no time in attempting to pound the player characters.

These giants, while not brilliant, have cleverly devised this trap to ambush travelers and caravans. Each has dug a pit deep enough to conceal himself comfortably. They watch the trail through small peepholes. If three or more of the giants are slain, the survivors scramble out of their pits and flee.

Stacked in huge bags in the bottom of the various pits are 7,000 sp, 2,000 ep, a *sword +1*, and 24 *light quarrels +1*.

Hill Giants (5): hp 46 each; XPV 1,952 each, 9,760 for all

3. The Stone Giants Return

This encounter can occur in any deserted or sparsely populated area. If the PCs have played adventure A1-4, they have met the stone giants once before. If they have done so, take pains to ensure that the party does not rush out and slaughter everything in sight before talking.

As the PCs top a rise, they can make out a band of figures marching in the distance. Though they are far off, the figures are clear and distinct. Solemn and perhaps even grim, they march across the landscape. Several are pulling handcarts and most have bags and packs. They seem to be headed in the party's general direction.

This group is a band of stone giants, leaving their ancient homeland for distant lands. If the characters approach them, the giants halt while still some distance away. The band of 17 includes females and children, most carrying huge packs or bags slung over their shoulders. Several are pulling gigantic carts with wheels taller than a man. These are piled high with their goods.

The leader of the giants comes forward under a flag of peace. He wishes to parley with the player characters. If this is agreeable, he sits in the middle of the field and talks. He looks tired and haggard and his speech is slow as he carefully picks out his words in common. "Greetings, little folk," he rumbles. "I am Thane Ogier of the Stone Folk, once of the lands of the Oberulsprulheim, or that which you call the Crystalmist. Who might you be?"

Upon hearing the names of the player characters, the giant will recognize them (if they have adventured in A1-4), having heard their names "through the stones." He explains that his band is leaving the Crystalmist. "The stones say that evil times are coming. Our lesser brothers burn and destroy the lands of the Little Folk. And behind them the are darker energies. Their power we can feel in the rocks. It is time for you, Little Folk, to arise." Beyond this he will say nothing more.

If the player characters offer any gift or show any particular kindness to the stone giant, he gives them a gift in return. Going to his band, he returns with a round of cheese the size of a wagon wheel. Made from the milk of the mountain sheep, it is of exceptional quality and rarity. While not magical, it is quite nourishing. A single wedge will serve to adequately sustain a man through the most trying of activities.

If attacked, the giants use their loaded wains as boulders.

Stone Giants (17): hp 40 each; XPV 2,200 each, 37,400 for all

Istivin

As the characters approach Istivin, they feel like they are walking into an approaching storm. An electric tingle causes the hairs to rise of the backs of their necks, and the very air tastes sharp and acrid.

The PCs see what has happened to Istivan from several miles away. Where the towers of the Earl's citadel should rise, there is instead a large, ebony sphere, as if a god had taken the city and left in its place a huge black pearl. As the characters approach, they see that the hemisphere cuts through the city around the citadel like a knife, and buildings are literally cut in two by the perimeter of the black bubble.

About a half mile from the city, the party encounters a Keolandish patrol (see details above). The leader of this group says that the area is under the King's protection and no looters or trespassers are permitted without express consent of the King's Agent. Further, any adventurers seeking to aid in repelling the evil that has befallen the area should report to the King's Agent.

The King's Agent can be found in his temporary headquarters at the Manor of Algorthas the seer. This agent is Lashton, a 15th level wizard who has been entrusted to oversee the situation, in particular the strange bubble that has swallowed the city. Lashton is eager to prove his worth to his lord, in hopes of receiving a grant of land from his Majesty. He is also interested in attaining for himself the credit for the rescue of Istivin, and to that end normally assigns newly arriving adventurers tasks of lesser importance (and lesser status). Lashton is not an evil man, but an unwitting ally of evil in that his attempts at personal advancement only play into the hands of the evil powers that threaten the land. When portraying Lashton, present the image of a petty bureaucrat more interested in the proper forms being filled out and in personal status than in doing anything about the problem at hand.

The King of Keoland is aware of his agent's shortcomings, and to that end has assigned the Prefect Randos as an aid. Randos is a stocky cleric who tries to moderate his lord's actions and more foolish orders and, just in case, has been given a scroll with three *resurrection* spells, just in case.

The characters are ushered into Lashton's chambers, which are filled with ornate pieces of art and other objects "rescued" from the city. Lashton is there with Randos and Algorthas the Sage, and is bellowing something about an error in one of the Seer's books. (Lashton has appropriated the seer's house as a base, but is spending a good deal of his time going through his host's library, hoping to increase his own magical power with any arcane lore found within.)

Lashton demands that the characters identify themselves and their mission. He tells them that if they are interesting in aiding the cause, they will have to follow orders, and recognize the authority given him (by the seal of the King of Keoland, a ring he wears of his left hand) and if necessary, to obey the leaders of several patrols of Keoland troops that are based on the manor grounds. (Such an attitude alone should guarantee an instant dislike of the man). Lashton then orders Algorthas to summarize the situation for the newcomers. Read the following to the players:

Algorthas' Story

"The nation of Sterich has always had to deal with the dangers of the non-human population of the Crystalmist mountains which make up our western border. These mountains are the home of a large number of hostile races, including the various breeds of giantkind. These giants have been conducting small raids against our western farms and towns for years, and a sizable portion of our militia has been devoted to protecting that portion of the realm.

"Recently, however, the number and size of these raids has increased dramatically, and worse yet, they appear to be more coordinated than is normal for such dull brutes. It has been confirmed that several giant leaders have emerged, and these leaders are rallying their people in a genocidal war against humankind.

"In normal times, the nation would be hard-pressed, and aid was requested from Keoland. But to make matters worse, a fearsome spell has befallen the city of Istivin, cutting off all normal leadership.

"This foul magic first appeared a fortnight ago. Some say that a powerful demon appeared in the courtyard of the citadel. Some say that a gift from another country was instead a deadly trap. Some even say" (the sage glances at Lashton) "that it is the result of meddling in arcane matters that were too powerful.

"In any event, by the next morning the entire citadel was covered by this black hemisphere. One of two things happen to those who approach the sphere. If they are strangers to the land, the sphere appears hard and solid as rock. If they are native-born, however, they can walk right through into the sphere itself. Those who entered, however, have never been seen again."

The black bubble is Lolth's device, a prelude to opening the portal into Oerth from her realm. The bubble is resistant to all magic and weapons, and even the will of a minor deity cannot cause it to disappear. Up close, the sphere looks like ball of black twine or webbing, with layers inside layers inside layers.

The bubble will only admit those who are native to the area, and has swallowed a goodly number of people in their sleep originally, as well as later investigators (the most recent being a local cleric named Trose, who investigated without Lashton's permission). Lashton has issued direct orders that no one touch the bubble until further orders. If any of the characters are natives of Sterich, the bubble denies them access. Lolth has other plans for these adventurers....

Finally, the bubble is growing, slowly, almost imperceptably, but definitely expanding. This latest bit of foul enchantment has put the population in full flight, and all help is needed to maintain order.

Sterich, then, has two problems: invaders within, and its missing citadel. There is glory in defeating the magical power that holds the ruler and his court, so this is Lashton's stated purpose. The player characters will be assigned another task—that of finding and destroying the headquarters of the giants, and dealing with whomever is responsible for gathering their forces together.

Randos has some ideas. The giant headquarters is probably located in the Jotens to the south, since that is where many of the attacks originate. The exact location is unknown as yet. Randos points out that whoever defeats the giants will receive the treasure they have taken as reward, and Lashton (reluctantly) agrees. Lashton announces that the party may now set out without delay. They cannot decline, as they know too much. If they refuse to help, they will be imprisoned, for the good of the realm.

If the characters want to talk with Algorthas, Lashton permit it, but only for five minutes, saying the sage has been drafted into aiding the King's Agent in more mighty matters, and his time is therefore valuable. The sage will freely admit to having given their location to the slave lord in exchange for gold. He specializes in knowledge, and knowledge is neutral. He will also note on the map the general location (the hex row on the map) in which the steading may be found. This is information that he has recieved from Sterich patrols that Lashton, the King's agent, has not yet thought to examine.

Lashton, The King's Agent: AL LN; Level 15 Magic-User; hp 36; MV 12"; AC 2; THAC0 14; #AT 1; Dmg 1-4 or by spell; *bracers of defense AC 2*; XPV 12920; Spells:
- First Level: *comprehend languages, erase, identify, magic missile, read magic*
- Second Level: *detect evil, detect invisibility, ESP, forget, shatter*
- Third Level: *clairvoyance, detect illusion, dispel magic, protection from evil, protection from normal missiles*
- Fourth Level: *confusion, magic mirror, minor globe of invulnerability, ultravision, wizard eye*
- Fifth Level: *conjure elemental, contact other plane, feeblemind, Leomund's lamentable belaborment, passwall*
- Sixth Level: *disintegrate, legend lore*
- Seventh Level: *limited wish*

Randos, The King's Agent's Assistant: AL LN; Level 5 Cleric; hp 25; MV 9"; AC 5; THAC0 18; #AT 1; Dmg 2-5 (mace) or by spell; XPV 370; Spells:
- First Level: *bless, penetrate disguise, portent*
- Second Level: *augury, find traps, slow poison*
- Third Level: *speak with dead*

Note: Should the characters return to Istivin after defeating the hill, frost, or fire giants, Lashton will have the party explain their adventure and their reasons for taking each and every action, in detail. He demands that the characters write all this down. If none are literate (or if none admit to it), he orders Randos to take their dictated testimonies. Lashton then takes the notes and secretly adds a few modifications, so that the only way the party survived was through the kind aid and wise counsel of his august self. He then sends the report it to Keoland.

Lashton then indicates the next target for the party's explorations (and admits surprise that they did not think of it themselves). If the characters have defeated the hill giants, he notes that new information leads him to believe that a frost giant Jarl of incredible strength has taken on the mantle of rulership of the tribes. If the characters have defeated the frost giants, he points out that careful research has pinned the leadership on a fire giant named Snurri Iron Belly. If the characters return from fighting the fire giants without investigating the Drow, he is amazed by their lack of patriotism, and quickly orders them back to the halls of the defeated King to investigate further. He may even wish to speed their journey by magic.

In each case, Lashton himself will have made no further progress on the bubble, except to determine that it is not from the Prime Material Plane. News of the party's successes will then (with careful rewording) please the King with Lashton's success, as he tries to figure out how to banish Lolth's present to Sterich.

The Road to Sterich

Random Encounter Chart (Overland Journeys)

Creatures	Pomarj	Ulek** (all)	Silver Wood	Keo-land	Good Hills	Sterich	Jotens
Bugbears	01-02	—	—	—	—	—	—
Demi-humans*	—	01-05	—	—	01-05	01-03	—
Dwarves, hill	—	06-10c	—	01	06-20	—	—
Dwarves, mtn	—	11-15c	—	—	—	04-07	01-04
Elves, High	—	16-20b	—	02	—	—	—
Elves, Patrol	—	21-22b	—	—	—	—	—
Elves, Sylvan	—	23-25b	01-30	03-10	—	—	—
Giant, fire	—	—	—	—	—	—	05
Giant, frost	—	—	—	—	—	—	06-09
Giant, hill	—	—	—	—	—	08	10-15
Giant, mtn	—	—	—	—	—	09	16-20
Giant, stone	—	—	—	—	—	—	21-24
Gnolls	03-05	—	—	—	—	—	—
Gnoll mix	06	—	—	—	—	—	—
Gnomes	—	26-30	31-35	11-15	21-40	10-13	—
Goblins	07-12	—	—	—	—	—	—
Goblin mix	13-15	—	—	—	—	—	—
Halflings (H)	—	31-33a	—	16	—	14-15	—
Halflings (S)	—	34-36ac	—	17-18	41-50	16-18	—
Halflings (T)	—	38-39a	36-38	19-20	—	—	—
Hobgoblins	16-17	—	—	—	—	—	—
Hobgoblin mix	18	—	—	—	—	—	—
Humanoids*	—	40-41c	—	21-25	—	19-24	25-35
Kobolds	19-20	—	—	—	—	—	—
Men							
Bandits	21-25	42-46	—	26-29	51-55	25-29	—
Brigands	26-28	—	—	30-31	—	30-32	—
Cavemen	—	—	—	—	—	33-34	36-38
Merchants	—	47-50	—	32-43	—	35-43	—
Patrol, light	—	51-54ac	39-40	44-50	—	—	—
Pilgrims	—	55-57bc	—	51-52	—	—	—
Raiders	—	—	—	—	—	44-45	—
Tribesmen	29-30d	58-60d	41-42e	53-55f	56-75d	46-47d	
Norkers	31-32	—	—	—	—	—	—
Ogres	33	—	—	—	—	48-52	43-47
Orcs	35-41	—	—	—	—	—	—
Orc mix	42-44	—	—	—	—	—	—
Treants	—	—	43-50	—	—	—	—
Trolls	45	—	—	—	—	53	48-50
Unicorns	—	—	51-55	—	—	—	—
Standard	46-00	61-00	56-00	56-00	76-00	54-00	51-00

Encounter Table

* See the appropriate sub-table below.
** Use for all lands of Ulek unless noted otherwise (a = county, b = duchy, c = principality)
Halflings: H = Hairfeet, S = Stouts, T = Tallfellows
Tribesmen: d = hillmen, e = woodsmen, f = 50% hillmen and 50% marshmen
Mixed groups (60% normal number appearing for each type): Gnoll mix = gnolls and flinds; goblin mix = goblins and xvarts; hobgoblin mix = hogoblins and norkers; orc mix = orcs and ogrillons

Subtable #1: Demi-Humans

Encounter Type	County of Ulek	Duchy of Ulek	Princ. of Ulek	Good Hills	Sterich
Dwarves, hill	01-02	01	01-60	01-40	01-15
Dwarves, mountain	03	02	61-90	41-43	16-55
Elves, gray	04	03-05	91	—	56
Elves, high	05-06	06-65	92	44-45	57-58
Elves, sylvan	07-08	66-85	93	46	59-60
Elves, valley	—	86	—	—	61
Elves, wild	—	87	—	—	62
Gnomes	09-60	88-92	94-96	47-80	63-82
Half-elves	61	93-95	97	81	83-85
Halflings (H)	62-75	96-97	98	82-85	86-88
Halflings (S)	76-90	98-99	99	86-95	89-97
Halflings (T)	91-00	00	00	96-00	98-00

Subtable #2: Humanoids

Encounter Type	Ulek (all)	Keoland	Sterich	Jotens
Flinds	01-15	01-07	—	—
Gnolls	16-40	08-20	01-06	01-05
Goblins	41-70	21-70	07-25	06-40
Hobgoblins	71-75	71-72	26-40	41-45
Kobolds	76-90	73-85	41-75	46-70
Orcs	91-00	86-00	76-00	71-00

CHAPTER 2: Into the Mountains

Use the encounter charts provided below when the characters are adventuring in the Jotens, the Crystalmists and the Hellfurnaces. For the purposes of this adventure, these areas have been broken into separate regions on the map. Players may find the secret escape passages from the hill giant's steading (or the jarl's glacier), and so avoid large sections of further outdoor encounters. But should they not, use the following encounter charts.

The *Joten* range is a spur to the south of Sterich, serparating that land from the Yeomancy further to the south. The Jotens are the most accessable of the three ranges through which the party may journey, as all but the tops of the highest peaks are below the timber line. Pine forests are the norm in this region, with thick clumpings of maple, usk, and other northern broadleaf trees in the valleys.

The *Crystalmist* mountains, the parent range of the Jotens, dwarfs its child with its heights. Most of the peaks in this range are snowcapped, and glaciers are common throughout its length. The greatest of these glaciers forms the headwaters of the Davish river. Travel is perilous in this region due to the ever-present snow and sheer icy drops.

The Hellfurnaces, just south of Crystalmists, are barren of snow and ice, though an occasional peak will show white through the steam. The Hellfurnaces are still active, and the traveler is always in sight of some smoke plume, hot spring or eruption when traveling through the area. The heat of the land negates the coldness of the altitude to a great degree, and this land is the home of warmth-loving creatures that relish the heat. Sages propose that the incredible activity in the Hellfurnaces indicate some sort of gateway into the elemental plane of fire, but this has yet to be proven.

Random Encounters

Check once each 12 game hours by rolling 1d6. An encounter occurs if the result is a 1. Refer to the appropriate chart, and roll 1d100 to determine the creature type.

All creatures randomly encountered have standard chances of being found in lair. Treasure types are given, but the exact details are left to the DM's discretion.

Jotens

1d100	Number Appearing	Creature Type
01-05	1	Bear, Cave
06-10	1-10	Bugbears
11-20	10-40	Cavemen
21-30	2-12	Dogs, wild
31-35	11-20	Dwarves, mountain
36	1	Giant, cloud
37-51	1-6	Giants, hill
52-56	1-2	Giants, mountain
57-61	1-2	Giants, stone
62-64	1-2	Lions, mountain
65	1	Manticore
66-80	1-10	Ogres
81-85	10-40	Orcs
86-90	1	Prospector
91-95	10-40	Tribesmen
96-00	1-4	Trolls

Crystalmists

1d100	Number Appearing	Creature Type
01-05	1-3	Bears, Cave
06-10	11-20	Bugbears
11-15	11-20	Cavemen
16	1	Dragon, adult white
17-21	10-40	Dwarves, mountain
22-31	1-6	Giants, frost
32-41	1-4	Giants, hill
42-51	1-3	Giants, mountain
52	1	Giant, storm
53-57	10-40	Goblins
58-62	1-4	Lions, mountain
63-67	1-4	Mammoths
68-77	1-10	Ogres
78-82	10-40	Orcs
83-87	1-3	Rhinoceros, woolly
88-92	1-8	Trolls
93-97	1-6	Trolls, Ice
98-00	1-2	Wolverines, giant

Hellfurnaces

1d100	Number Appearing	Creature Type
01-10	11-20	Bugbears
11-15	11-20	Cavemen
16-20	1	Chimera
21-23	1	Dragon, young red
34-33	1-4	Firedrakes
34-38	1-6	Firenewts
39-43	1-6	Fire toads
44-53	1-6	Giants, fire
14-55	1	Giant, storm
56-60	10-40	Goblins
61-65	2-12	Hell hounds
66-70	1-10	Ogres
71-75	10-40	Orcs
76-85	1	Pyrolisk
86-90	1-4	Trolls
91-00	1-2	Trolls, giant

Encounter Details

Use standard details for most creatures, except as detailed below.

Bugbear: IL 25%; TT JKL or M (B). These creatures have joined the giants in their plunder of the land. If any are encountered within 30 miles of one of the giants' headquarters (the steading, the glacial rift, or the hall of the fire giant king), there is a 20% chance that one bugbear knows the exact location.

Caveman: IL 40%; TT Variable

Chimera: IL 40%; TT F

Dragon, Red: HD 10; hp 20; no spells; IL 60%; TT HST

Dragon, White: HD 6; hp 30; no spells; IL 20%; TT EOS

Mountain Dwarf: IL 50%: TT Mx5 + Qx20 + GR. Patrols of mountain dwarves are hunting for giant raiders. There is a 60% chance that any such party encountered within 2 hexes of a giant headquarters will know its location, though they will not aid the PCs in attacking it.

Firedrake: IL 80%; TT Nil

Firenewt: IL 75%; TT KMF

Firetoad: IL 20%; TT C

Cloud giant: IL 40%: TT E + Qx5. Cloud giants of good alignment will not attack the party unless attacked themselves. If approached, they offer general directions and possibly aid against their more malicious kin. Evil cloud giants attack the party, or if faced with powerful opponents offer aid with the intention of later betrayal.

Fire giant: IL 35%; TT E. All fire giants in the Hellfurnaces know the location of the hall of their King and Liege, Snurri Iron Belly. Those encountered in other mountainous areas have only a general idea (within 2 map hexes) of the locations of any giant headquarters.

Frost giant: IL 30%: TT E. All frost giants found in the Crystalmist Mountains know the location of the glacial rift of their Jarl. Those encountered in other mountainous areas have only a general idea (within 2 map hexes) of the locations of any giant headquarters.

Hill giant: IL 25%; TT D. All hill giants found in the Jotens know the location of their chief's steading. Those encountered in other mountainous areas have only a general idea (within 2 map hexes) of the locations of any giant headquarters.

Mountain giant: IL 90%; TT E. These giants have yet to join the other types in the attack on Sterich and humanity. Due to the activity in the area, they have only a 10% chance of success if they summon aid (ogres, trolls, or

hill giants). They will attack any group of Little Folk who may provide treasure and a good meal.

Stone giant: IL 30%; TT D. These giants are, as a group, undecided about the growing war with humankind. They do not attack unless attacked first, nor will they aid the party in any way, save to hint at dark forces pulling the strings of the leaders of the other giant types.

Storm giant: IL 55%; TT ES+ Qx10. The storm giants have little to do with the dealings of their lesser brothers, although they occasional meet with them. If encountered in a friendly fashion before the PCs reach the Jarl's glacier (Chapter 4), the storm giant will relate a problem of his own — a missing companion known as Olgani. Unbeknownst to her kin, Olgani is being held prisoner by the Jarl.

Goblin: IL 40%; TT K (C).

Hell hound: IL 30%; TT C.

Mountain lion: IL 10%; TT Nil.

Manticore: IL 20%; TT E.

Ogre: IL 20%; TT BSQ+ Mx10. Many of these brutish creatures have been used as fodder for the giant invasion. There is a 10% chance that one of the ogres knows the location of any one unplundered giant headquarters.

Orc: IL 35%; TT L (COS+ Qx10).

Pyrolisk: IL 30%; TT D.

Prospector (Mad Amos, 5th Level Fighter): AC 4; hp 38; MV 9"; #AT 1; Dmg 1-8 (longsword) or 1-3 (knife, in bolt); THACO 16; TT Q; AL CG; IL 10%; XPV 280

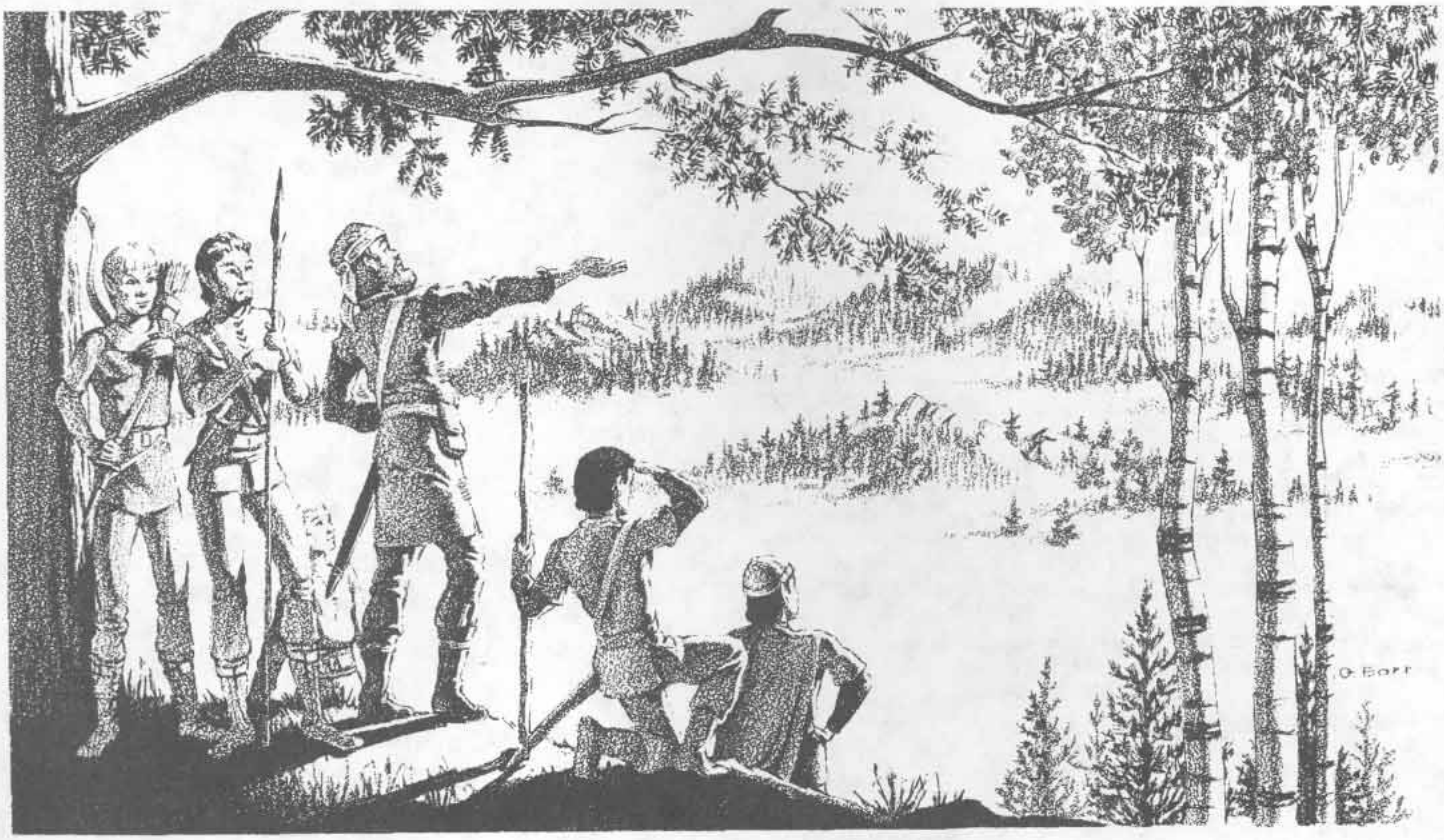
Mad Amos was a captain of the guard in the Yeomancy before taking to the Jotens to search for gems. He is a little bit eccentric as the result of being alone so long, but has finely-honed survival skills and knows the Jotens like the back of his hand. For a sizeable fee, he will gladly take the PCs to the valley of the hill giants' steading. He will not accompany them into the steading itself. (One of his finely-honed survival skills is staying away from, or directly behind, all hostile creatures, especially large ones.)

Troll: IL 40%; TT D.

Troll, giant: IL 30%; TT C.

Troll, ice: IL 10%; TT D.

Wolverine, giant: IL 15%; TT Nil.



CHAPTER 3: The Steading of the Hill Giant Chief

Once the characters enter the hex containing the steading of the hill giant chief, it should be clear to them they are in the correct area. Well-worn paths, giant tracks, lair cairns of great boulders, and warning signs declaring (in rough giant) the rulership of Nosnra, Chief of the Hill Giants.

The player characters should soon be able to locate the steading itself in the base of a broad valley. The surrounding mountains are rough and riddled with caves, any one of them sufficient to serve as a hiding place.

If the party decides to retire between forays against the Steading, they may be assured of relative safety at the hidden cave base camp—provided they take moderate precautions not to leave a plain trail or to be followed to this sanctuary. There are sufficient supplies there for several week's stay. Each time they return to this base camp they may receive experience points benefits, if any, accruing to them because of the previous adventure. It may likewise be assumed that magic-users have their spell books hidden there.

The steading itself appears to be a solid, wooden fortress without visible windows, but no giants, or any other creatures, can be seen about the place, and only the occasional bursts of shouting or laughter can be heard disrupting the quiet dusk. If there are guards at the main gate, they are either well-hidden or derelict in their duties.

Notes For The Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. This does not mean that you, as Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You must make up certain details of areas. There are actions which are not allowed for here, and you must judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this adventure, and with an eye toward the whole, but to suit your specific players. Morale should not be a factor in most giant actions.

If time permits, the giants organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue the campaign by using the other adventures in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is given in the latter scenarios, but you must modify or augment these groups according to the outcome of previous adventuring by your party. This principle also holds true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

Upper Works

The map shows the huge timber stronghold of the local clan of hill giants. All outer walls are of logs of at least 3 feet in diameter. Inner walls dividing rooms and the like are about 2 feet thick, and doors are great iron-bound log affairs of 1-meter thickness—single doors being approximately 7 feet wide and 6 feet high. All inside floors are of stone. Ceiling height varies from about 16 feet at the edges to 32 feet at the center, and there are great blackened rafters above which hold up the roof. The Steading is in a nasty damp area, where hard rain is a daily occurrence and wet fogs a nightly event. All wood in the place is very damp. (Normal fire has only a 2% chance per round of burning or setting the place afire, and even magical fires have only an 8% chance per round of the same.) If the party should manage to set the upper works of the Steading aflame, they will be forced to wait a week before trying to discover a way into the lower (dungeon) level, for hot embers will prevent entry before this period of time. All loot from the upper works is lost in such a fire, but all giants from location 11 of the upper level escape to safety in the lower level, going to location 26.

A standard die roll is required to open all doors because of their great size and weight. Doors stay open if left that way. Fireplaces are indicated but the location of cressets and braziers are not. Location 22 is an open stockaded yard, while rooms 23-25 are an outbuilding which is connected to the main lodge by a huge palisade of tree trunks 3 feet in diameter and 30 feet tall.

Giants' Bags

There are numerous occasions when bags and chests are searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or container is simply determined by rolling 5d4 to obtain a random number of items between 5 and 20. A roll for each item is then made on the Contents Table (following). If any item would be duplicated, roll again to select a replacement.

Giant's Bag Contents Table

1d100	Item in Bag or Other Container
01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy, and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10(FM)-120(FM) coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

Encounter Key: Upper Level

Wandering Monsters

Western Sections (West of Great Hall): encounter 1 in 10

1. 4-12 orcs rushing to get shields for platters.
2. 2 hill giants from Room 11 going to sleep off a drunk.
3. 3 ogres from Room 11 going to get one of the guards.
4. 1 hill giant from Room 11 taking a stroll.

Great Hall to Room 11: Encounter 1 in 8

1. 1-4 hill giants heading for Room 13 from Room 11.
2. 1 cloud giant from Room 11 heading for front gate.
3. 2 stone giants from Room 11 heading for front gate.

Eastern Section: Encounter 1 in 12

1. The giantess coming from Room 11 to get her cave bear in Room 7.
2. 1 hill giant with 1-4 dire wolves from Room 22 going to Room 4.
3. The chief and 2 ogres going to get some trophies from Room 6 to show off in the Great Hall.
4. 2-8 young giants from Room 3 heading through Room 22 to raid the pantry (Room 18).

Rooms and Areas

1. Entry and Cloak Room

The place is bare, but there are many pegs along the walls, and various items of giant outerwear (capes, cloaks, *etc.*) and bags hang from them. Use random bag contents for any opened. Noise could alert those at area A or B, below:

A. Two snoring hill giants are supposedly guarding the entrance. There is a nearly empty keg of ale between them. Unless attacked and slain immediately, any molestation will enable one to alert the other guard at B. There is 1 chance in 20 that any well-planned scheme to kill them will fail, otherwise they can be slain simultaneously and quiet maintained.

B. Steps leading up to the watch tower where another hill giant guard is dozing. A flagon which contained mead is at his hand. An iron hoop and straight bar hanging on ropes from a rafter above will alert the place if struck together. The giant wears a belt with a gem-set gold buckle. The six gems are worth 100 gp each, and the gold in the buckle is worth 100 gp; but as a piece of jewelry the complete item has a value of 1,400 gp.

Hill Giant Guards (3): hp 40, 34 (A), 27 (B); XPV 1880, 1808 (A), 1724 (B)

2. Sub-Chief's Room

This place contains a scattering of furnishings—hides on the floor, a bear skin on the wall, a chair, a stool, a huge chest, and a vast bed mounded with furs. On a shelf 9 feet above the floor are a beaten silver comb set with four pearls worth 50 gp each (total value 300 gp), a copper mirror (worth 200 gp), and a large gold hair pin set with a 500 gp pearl (800 gp total value). Under the furs on the bed is a sleeping giantess, who will awaken on a 1-4 (on 1d6) or if a loud noise occurs in the room. The chest contains 980 cp, 320 sp, and 1,500 gp.

Hill Giantess: hp 29; XPV 474

3. Dormitory

Here 12 young giants are rollicking and beefy smacks, shouts, and laughter are easily heard. All these creatures have weapons and fight as ogres. Noise from here is regarded as the kids having fun. There is no treasure, but by wearing the young giants garb, with suitable padding, the party could pass as the youngsters if not seen closer than 20 feet.

Hill Giant Young (12): hp 26, 24, 21, 21, 21, 18, 17, 17, 16, 16, 14, 13; XPV 85 + 4/hp each, 1,788 for all

4. Barracks

The snores of two soundly sleeping giants can be heard among the 10 beds and 10 chests in this room. There are items of clothing hanging from walls and a couple of torches are smouldering in wall cressets. No treasure is in the room, save a small pouch in the first chest searched, which will contain 110 pp.

Hill Giants (2): hp 39, 38; XPV 1,868, 1,856

5. Maids' Chambers

Four giantesses are in this room, and there are the usual furnishings about the place. Only the nasty old matron (the strongest of the group) is inclined to fight, but she dominates the others. If the matron is slain, the three others do not fight, and even cooperate with the party by describing rooms 8, 9, and 10 (the chief's sanctums) and telling how to get there safely if they are allowed to have the matron's hoard of treasure. In an iron chest under the matron's bed are three bracelets (worth 2,000-8,000 gp each), 3000 gp, and 4 potions (*extra-healing, hill giant control, healing, poison*). The maids do not particularly want the potions.

Hill giantesses (4): hp 34, 27, 24, 23; XPV 504, 462, 444, 438

6. Hall of the Chief

Numerous interesting things fill this place. There are two tables, five chairs, two stools, and rugs, hides, and skins on the floors and walls. The tables have pottery flagons and platters on them, and pots and kegs are all about the place. There are trophies on the walls: heads (various animals and monsters), skulls, skins, and some arms and armor. Directly across from the fireplace are eight shields, one of which is a *shield +3*, but only a *detect magic* spell will reveal it as such. There is a brass jar on the mantle of the fireplace, but it has no value. A skull there is also valueless, but inside is a large gem worth 2,000 gp. (One of the kids was playing with it and stuffed it inside the skull, and it has been forgotten.)

7. Chamber of the Chief's Wife

Solka, wife of the chief, is in the great hall (room 11) but this room contains her pet cave bear which acts as a guard and will immediately attack any intruder, for it can smell the person at the door. The bear makes no noise. There is a bed, small table, chair, stool, two chests, a coffer, and rugs, hides, and the like in the chamber. The chests contain only clothing, as she wears her jewelry, but hidden in the straw mattress is a leather pouch with 29 gems in it: one jacinth (5,000 gp), three emeralds (1,000 gp each), four topaz (500 gp each), eight amethysts (100 gp each), five zircons (50 gp each), and eight agates (10 gp each).

Cave Bear, Snookums: hp 35; XPV 755

8. Chief's Chamber

This room is hung with rugs and skins and there are hides on the floor. There is a bed, two chairs, a small table with a tun of cheap wine on it, an old shield and some of the chief's weapons (in the corner), a chest with his clothing, and other clothing hanging on pegs. A thick chain (for his cave bear) is set into one wall. Nothing of value is in the place.

9. Arms Room

This is the location of the better trophies and personal armor, shields, and arms of the chief. There are also four huge fur capes. Although there is no real value to most of the items herein, there are five *javelins of lightning* wrapped in an old rag which is stuffed under a cloak thrown into a far corner and shielded from sight by three spears and a club leaned against the wall in front of it. Of the other dozen or two items in the place, only one of the capes, a giant otter fur (worth 2,000 gp) has any value to the party.

10. Small Dining Room

This room is also used for the council meetings of the chief. It contains a long table, a great chair, a lesser chair, and six stools. There are several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, an old knife, a rock paperweight, *etc.*). There are hides on the walls and floor. The secret door to 10A is merely a hidden door concealed behind a manticore hide hung on the wall. A rough skin map of the area, showing past and planned raids, hangs on the wall opposite the fireplace.

10A. Several scroll tubes are concealed in this room, under a stack of logs in the alcove to the northwest. Only one tube has anything in it, this one being sealed and marked with a triangle containing a Y. Inside is a set of instructions on the next raid, written in giant, and signed "Eclavdra." Also in the tube are the plans for the Steading, but this plan does not show the lower level. Note that the steps lead to the secret area at the dungeon level.

11. Long Hall

This 80-foot long passageway is dim, shadowy, and generally deserted and ignored, for all of the feasting and fun is beyond in the Great Hall. A few torches burn smokily along either wall.

Great Hall

This place contains trestle tables, benches, stools, and so forth. To the north of the fire pit (where a whole ox, two sheep, and four pigs roast) is a higher table where the chief, his wife, a cloud giant visitor, the sub-chief, and the three stone giant visitors are seated. On the wall directly behind the chief is a small ballista which he uses as a cross bow. It fires spears and there are six there. Barrels and kegs of ale, beer, and mead stand here and there. All of the tables are full of various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, *etc.*). There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise.

Various servants and orc slaves will be entering the Great Hall from the west. For the moment, however, the following creatures are present:

Nosnra, Chief of the Hill Giants: hp 65; THAC0 10; Dmg 4-24 or 2-18/4-24 (ballista, fire rate 1, range 30"); XPV 2,180
Solka, the Chief's Wife: hp 41; THAC0 12; Dmg 2-16; XPV 546
Other Hill Giant revelers (20): hp 44, 40, 40, 40, 39, 38, 38, 38, 38, 38, 37, 37, 37, 37, 37, 36, 36, 30, 27, 27; XPV 1400 + 12/hp, 42,680 for all
Cloud Giant: hp 63; XPV 5,258
Stone Giants (3): hp 51, 48, 43; XPV 2,514, 2,472, 2,402
Ogres (8): hp 31, 29, 28, 28, 28, 27, 26, 20; XPV 90 +5/hp each, 1,805 for all
Cave Bear "Throat-ripper": hp 43, XPV 819

Each giant wears 1-4 pieces of jewelry worth 200-1,200 gp each. Each ogre wears 1-2 pieces worth 200-800 gp each. The sub-chief, the chief, and his wife each wear 4 pieces worth 1,000-8,000 gp each. The chief's pet bear wears a collar studded with six small rubies (total value 1,000 gp).

12. Arsenal

Herein are 30 helmets, 26 shields, 22 spears, nine clubs, and three great axes, all suitable for giant use but none of any use to little folk (such as PCs).

13. Weapons Room

Spears, shields, clubs and axes are abundant here—no fewer than 12 of each (all sized for giants, of course). There are four great swords (two-handed with respect to man-sized creatures), two huge iron maces, and a sheaf of 6-foot-long spears that giants use for javelins. All shields are against the walls, and behind the seventh one checked is a magical *war hammer +2*. One other hammer is out of sight in a corner, and it is seen by close inspection. This weapon has a *magic mouth* spell placed on it to speak to a dwarf: "Here's a kiss for you, runt!" so until it has spoken it will radiate magic very strongly.

14. Main Guest Chamber

The cloud giant and the three stone giants (now at #11) are lodged here. There are six beds, four chairs, four stools, seven chests, and two tables in the room. Various skins and hides cover the floors, several hang on the walls, and there are giant garments on several pegs. All found are worthless, as are the contents of all chests and the four bags tucked under the beds. One torch burns smokily in the west end of the room in a wall sconce; at the other end is what appears to be an unlit torch, but it is actually a *giant slaying sword* belonging to the cloud giant, and if it is touched the special illusion is dispelled. The sword is unique; with 14 intelligence and 8 ego, it speaks the languages of hill, stone and frost giants in addition to Common and its alignment language (Neutral Good). It can detect enemies, but has no other powers. It is a +2 weapon, +4 vs. any type of giant.

15. Common Room

The place has 12 cots, 10 boxes, four stools, one table, two benches, and various odds and ends, all of which are of absolutely no value.

16. Common Room

This place is almost identical to #15, with a few cloaks, some hides on the floors and walls, and so forth. A small chest on a stool in the northeast corner of the room contains some dwarven and elven ears, and one of them contains an earring set with a gem (of 100 gp value).

17. Kitchen

This is a typical giant kitchen with counters along the walls, several tables, benches, a stool or two, and various items for cooking and baking (pots, kettles, bowls, knives, forks, spoons, ladles, spits, and so forth). There are 29 orc slaves about the place who will run away from any strong-looking party. The five giantess cooks and 11 young ogre servants will also run, but they will call for help. There is nothing of value. (See #18, below, for further details of the items about the place.)

Hill Giantess Cooks (5): hp 24 each; XPV 444 each, 2,220 for all
Ogre Servants (11): hp 12 each; XPV 150 each, 1,650 for all
Orc Slaves (29): hp 4 each; XPV 14 each, 406 for all

18. Kitchen Workroom

This is also a ready storage area and eating place for servants. There are three tables, a long counter, stools, benches, and kitchen gear about. There are numerous sacks, boxes, and barrels containing flour, dried meal, dried fruit, honey, *etc.* Various cheeses, smoked meats, and sausages hang from the rafters. There are several casks and tuns of ale, beer, mead, and wine. Loaves of bread are stacked on one table.

18A. This is a storage room with more provisions as above, as well as the stairs leading to the lower level.

19. Servants' Quarters

This large common room has various sizes of cots, tables, chairs, stools, and the like. It is cluttered with old clothing and junk. In it are six giantess maids (non-combatants) and a relatively handsome giant warrior, who will immediately do battle in order to show off for his admirers. He will not raise a cry for help unless brought to half his original hit points or less. On the round this happens, he will raise help by shouting with a 60% chance each round of being heard. (This giant is the dire wolf keeper of area 22, and he has a whip hanging beside the door to the east. The whip need only be shown to the wolves to make them cower and fall back.)

Hill Giantess Maids (6): hp 29 each; XPV 494 each, 2,964 for all
Hill Giant Hero: hp 43; XPV 1,916

20. Orc Slave Quarters

This hall is a messy and smelly place filled with pallets and junk. All but two of the slaves are working elsewhere, the two in this place being too injured (since giant kicks break bones) to labor. They will happily aid a party which will spare there lives and set them free. These orcs know about the rebellion in the dungeons, and they will tell the party that any orcs they see there should be hailed as friends. Otherwise, they know only the kitchen area and the Great Hall.

Orc convalescents (2): hp 3, 2; XPV 13, 12

21. Ogre Quarters

The hill giants employ ogres for scouts, messengers, servants, and the like, for the ogres are trusty flunkies as well as hard workers and fighters. In addition to those in the Great Hall and the young at work in the kitchen area, there are five of them here playing at knucklebones and drinking small beer. Amid the heaps of skins on which they sleep (there are 22 such heaps) is hidden a leather sack (heap 15) containing a potion of *storm giant strength* and a *delusion* potion. Locked in a great iron chest with the key held by the strongest ogre (now at #11) are 955 sp, 705, gp, and 79 pp. The strongest ogre in the room wears a gem (worth 1,000 gp) on a thong around his neck. The creatures have 381 cp as stakes for which they are playing. Noise from this place will attract no attention whatsoever.

Ogre flunkies (5): hp 26, 23, 18, 16, 15; XPV 90 + 5/hp each, 940 for all

22. Open Compound

Fourteen dire wolves run free here, and they will immediately attack any non-giant or non-ogre entering their area. If they see the whip (room 19), however, they cower and make no sound, but otherwise they howl and bite!

Dire Wolves (14): hp 25, 23, 22, 20, 20, 19, 18, 18, 18, 17, 17, 15, 13, 12; XPV 60 + 4/hp, 1,868 for all

23. Guard Room

There is a huge horn to wind to call the dire wolves. It rests upon the small table in the center of the room. There are eight stools and two benches along the walls. A sheaf of 18 spears is by the door. A line of seven giant-sized shield and four clubs stands along the south wall. No creatures are in the room.

24. Barracks

This room contains 10 beds, 10 chests, 10 stools, two tables, one bench, and miscellaneous junk. There a few hides on floors and walls. Several broken weapons and dented helmets are strewn about. The place is deserted.

25. Barracks

This room is identical in contents to #24, above.

A. This alcove off the barracks belongs to the sergeant of the guards who is now feasting. There are three chests in this area, all filled with clothing and equipment for the troops and himself. A sack on the wall holds giant-sized boots, and one at the bottom holds 1,300 gp and 8 tourmalines (worth 100 gp each). Another sack under the cot contains old (worthless) helmets.

Encounter Key: Dungeon Level

It will be evident from merely descending the stairs and observing the walls that the masonry work is quite good, certainly superior to orcish work, except in a few places. The observant party will note that most of the stonework is old, even that which bears recent chisel marks or is patched with new mortar and shored up with newly hewn stone. Passageway ceilings are arched and buttressed every 10 feet, with the peak of the arch about 17 feet overhead. Ceiling height in most smallish rooms in the dungeon is 20 feet or so, again arched and buttressed. In the large rooms and chambers the ceilings are 30 feet high. The overhead in the natural cavern area (19-21) is of varying height, passages about 10 feet, and large areas about 20 feet or more. The roof of cavern 23 is about 40 feet high. All natural cave areas have stalagmites.

Wandering Monsters

All Non-Natural Areas: Encounter 1 in 12

1. 4 ogres (hp 23, 22, 20, 27; XPV 820 for all) seeking some orcs.
2. The Keeper and his pet (from Room 2) out inspecting.
3. 12 orcs (hp 7 each, XPV 204 for all), two with heavy crossbows with poisoned bolts (Dmg 2-5 + poison), out raiding for food.

Other Areas: Encounter 1 in 20

In 19-20: 1-4 Subterranean lizards (from area 21)
In 21: 1-3 carrion crawlers coming up from the sinkholes

Rooms and Areas

B. Boulder wall
G. Posts for rebel orc guards (2 orcs from area 19)
W. Watch points for bugbear guards; one bugbear each.

1. Marshalling Area

This room is primarily meant as the place where slaves are rounded up and sent about their tasks under guard. It is also used for the revels of the dungeon crew when off duty. There are a few smoky torches burning along the walls. The benches and tables are pushed out of the way against the walls, revealing a floor of blackish stone, much worn by the tread of countless feet.

2. Chamber of the Keeper

The keeper is a ghastly hill giant, hunch-backed, twisted, and with but one good eye. He is thoroughly wicked and evil, strong, and remorseless. He is never without one of his two pet carnivorous apes and both are in his lair, one guarding to the north of the door, the other on a platform built above it! The keeper has a chain shirt, and he fights with a *battle axe +3*. His room has many skins on the floor, a bed, table, chair, two boxes, several crates and barrels, one chest, and odds and ends of armor, weapons, furniture, tableware, and so forth. None has any value. A loose stone in the floor hides his treasure: 5,400 gp, five large spinels (worth 500 gp each), four huge garnets (100 gp each), and a large earthenware jug which holds four potions of *water breathing*.

The Keeper (hill giant): AC 3 (chain shirt); hp 49; THAC0 9 *(battle axe +3)*; Dmg 5-19 (2d8 + 3); XPV 1,988

Carnivorous Apes (2): hp 29, 26; XPV 315, 300

3. Cell Block

In the outer guard room are two bugbear guards armed with morningstars. If not engaged immediately, they will raise an alarm by striking a large brass gong near the door. If they are prevented from doing this, and are faced by an obviously superior enemy, they will direct the opponents to cell iv. (see below), and when the party is occupied the bugbears will smite the alarm and flee. The room contains a table, two stools, torches, and keys to cells i, ii, iii, and v.

Bugbear Guards (2): hp 17, 14; XPV 203, 191

In the cells are:

i. A human prisoner, a merchant, now quite insane (hp 4).

ii. A human prisoner (hp 6), an engineer, kept alive to help with the excavation of new areas of the dungeon. He cannot aid his rescuers, but he will take service.

iii. An elf fighter/magic user chained to the wall. He will serve with any character of good alignment for 1 year after rescue without pay in gratitude for his freedom.

Oaklock Gilderlief (elf): AL NG; Level 5/8 Fighter/M-U; hp 14 (original 31); MV 12"; AC 9; THAC0 16; no weapons or spells; XPV 2,596
S 17 I 17 W 14 D 16 Co 15 Ch 11

iv. Trap—Three skeletons, each wearing a brass ring with a glass gem. The bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical about them. They have no key to the cell to back up their tale, but the lock can be forced with ease. As soon as the cell door is opened, the three skeletons spring to attack with swords previously covered from view by dust and dirt.

Skeletons (3): hp 8 each; XPV 22 each, 66 for all

v. Large cell with five captured orc rebels. Three others of their number have already been tortured to death, so they will be very willing to help any creature promising them escape from the toils of the giants. These orcs will lead the party to room 19, if they wish, and will see them safely past the guards behind "B" if the PCs can handle the bugbear at "W" to the west of that place.

Orc Rebels (5): hp 6 each; 16 hp each, 80 for all

4-8. Bugbear Quarters Complex

Each of these areas will have a few torches and braziers burning. There will be a few hides and skins on the walls and floors, straw and similar litter mounded for bedding, a few stools and small crates, boxes and the like for (worthless) personal belongings, and tables with scraps of food and odds and ends of eating utensils upon them.

4. 12 bugbears at ready (hp 20 x 2, 15 x 4, 14 x 6; XPV 135 + 4/hp, 2,356 for all). Each has a spear for hurling, a morning star, and 2-8 gp.

5. 12 bugbears, asleep. These monsters are identical in all respects to those described in Room 4 above.

6. 12 bugbears as in Room 5 above.

7. Chamber of the bugbear captain: Five bugbears (the captain and four lieutenants) are sitting around a crude table drinking ale and discussing a plan to wipe out the orcs of area 19. Each has a bastard sword. The captain attacks as an ogre, with bonuses of +1/+2 to hit and damage, respectively. Each bugbear has 20-80 gp, and the captain has an additional 31 agates (worth 10 gp each) hidden in a pouch under his armor.

Argratin, Bugbear Captain: AC 4; hp 24; THAC0 14; Dmg 4-10; XPV 231

Bugbear lieutenants (4): hp 19 each, XPV 211 each, 844 for all

8. Guards: These alert fellows are readying for an attack. One is always at the south exit watching "B" to the East. They are armed with hand axes (for throwing) and morning stars.

Bugbear guards (6): hp 21, 17, 17, 17, 16, 13; XPV 135 + 4/hp each, 1,214 for all

9-11. Slaves' Quarters *(Good Behavior area)*

These areas have a few smoky torches on the walls and moldy straw strewn on the floor. Some benches are built into the walls. Each door is barred from the outside with a heavy iron rod.

9. 24 unarmed orc slave, very poor morale.

10. 30 unarmed orc slaves, very poor morale.

11. 24 unarmed orc slaves, very poor morale.

12-14. Slaves' Quarters *(Unruly)*

At each position marked **W** is 1 bugbear (hp 16; XPV 199), armed with hand axe and morning star, constantly alert and watching. Each area is secured by a barrel gate through which the bugbears can see. Each set of bars is secured by lock and chain as well as bolt. The chambers are unlit, have only scanty straw, and are quite noisome with orcish odor.

12. 48 unarmed orc laborers with fair morale.

13. 24 unarmed orc laborers with fair morale.

14. 16 unarmed orc laborers, highly anxious to attack their captors, with good morale.

15. Torture Chambers

This large area contains various implements for torturing prisoners large and small. There are two racks, an iron maiden, thumbscrews, iron boots, chains, whips, branding irons, strappadoes, *etc.* A fire put in the center of the room gives it all a hellish light. There are two dozing hill giants behind the large rack to the north, one wearing a gold chain set with a fire opal (total value 2,000 gp intact, or 1,300 gp otherwise).

Hill giants (2): hp 39, 36; XPV 1,668, 1,632

16. Armory and Smithy

Here are stacks of giant arms and armor, being repaired, or fabricated. In the area first entered are 19 pike-sized spears, 41 6-foot spears, 16 battle axes, nine two-handed swords, and other weapons and armor usable only by giants. A bit further on are some helmets balanced on shields and propped up by 6 each war hammers and maces, and if these are touched the whole will fall with a clatter to warn the Armorer and Smith of trouble. These two are fire giants who will immediately raise a shout and come to fight. They are by the forges and bellows in the eastern section of the area. There are seven dwarves chained there, forced to labor making weapons. Six of the latter are useless to the party, being intent only on immediate escape, but one is an 8th level fighter who will serve with the party as long as he gets a treasure share equal to his level and a chance to fight giants. The fire giants each have a sack filled with 4,000 gp.

Fire Giants (2): hp 57, 50, XPV 3,612, 3,500

Mongo (dwarf): AL LN; Level 8 Fighter; hp 70; MV 12"; AC 9; THAC0 14; no weapons; XPV 1,600
S 18/29 I 8 W 11 D 10 Co 17 Ch 6

17. Passage

This passage to 17A is blocked by stones: Orcs have piled finished and rough stones before the door to close it. The wooden door itself is bound with moldering bands of bronze and a heavy bronze bolt secures it. The corridor is disused, dusty, and reeks disgustedly.

17A. Weird Abandoned Temple

This room is of faintly glowing purplish green stone, carved with disturbing shapes and signs which seem to stare out from the walls and columns, to shift position when the watcher's back is turned. Touching the walls makes one chilled and contact with a pillar causes the one touching it to become nauseous.

At the far west end of the temple is an altar of pale, yellow-gray translucent stone. It feels greasy to the touch, but it has no effects upon those who touch it. Behind this altar is a flight of low, uneven steps which lead to an alcove with a concave back wall of purplish-black, glassy appearing substance. If any creature stands before this wall and gazes upon it for one round, a writhing amorphous form of sickly mauves and violets will be seen stretching its formless members towards the viewer. This sight causes the creature seeing it to have a 50% chances of becoming insane. If the creature does not go insane, a touch upon the

curving will cause a *scarab of insanity* to appear upon the altar for the first one so doing, and a 5,000 gp gem for the next.

18. Vestry

The visible walls of this place bear faint traces of disgusting murals and bas-relief depictions of nasty things. A flight of ridged, step-like stone slants steeply downward toward the south, but this way is completely blocked by tons of stone blocks and rubble.

19. Natural Cavern

This place is part of the large area of natural caves and caverns which the ancient builders of the dungeon came upon. It is now inhabited by 78 orc escaped orc slaves, rebels against the hill giants, for whom the place is a sanctuary. (See G, above.) The orcs are armed with clubs, axes, daggers, and various cast-off weapons, although there are seven cross-bows amongst them. There are three leader-types 12 guards with great strength, and 63 others. They obtain food from raids, supplemented by fungus found in a subterranean cave which is entered through the sink hole in the southeast of the cavern. They have an uneasy truce with the troglodytes (see Area 20, hereafter), and trade food to these creatures for water. The total of the orc's treasure is 45 gp, 23 sp, and 119 gp. If approached in a non-hostile manner they will become agreeable if fighting against bugbears and/or giants is mentioned.

Orc Leaders (3): HD 1+4 (hp 11, 10, 9); THAC0 16; Dmg 2-9; XPV 60 for all
Orc Guards (12): hp 8 each; XPV 18 each, 216 for all
Orcs (63): hp 5 each; XPV 15 each, 945 for all

20. Troglodyte Cavern

A small tribe of trogs are forced to dwell here. There are 20 males, 13 females, and seven young (young are non-combatants with two hp, XPV 7). Being trapped between the orcs at Area 19 and the lizards in Area 21 they are trying to make do until they can escape. The leader has 4 gems (500 gp each), and there are seven mediocre (100 gp each) and two poor (50 gp) gems among the other males. They are regarded as holy things by the trogs, and any creature touching the gems will be savagely attacked.

Troglodyte Males (20): hp 15, 14, 14, 13, 13, 12, 10 x 6, 9, 8 x 5, 7, 6; XPV 36+ 2/hp each, 1126 for all
Troglodyte Females (13): hp 13, 11 x 3, 10, 9, 8, 7, 7, 6, 5, 5, 4; XPV 28+ 2/hp each, 471 for all

21. Lizards' Lair

A mated pair of exceptionally old and large subterranean lizards have chosen this spot to raise their four young. These reptiles occasionally dart forth on forays to hunt and devour troglodytes or orcs, but their main hunting ground is the series of caves beneath their own, the entrance to which is through the sink hole at the east edge of their lair. (The lizards feed upon the fungus and the fungus eaters.) They are without treasure.

Subterranean Lizards: hp 47, 40, 25, 22, 20, 19, XPV 350+ 6/hp each, 3,138 for all

22. Partially Cleared Passage to Cistern

The well-lit chamber at the end of the broad passage is filled with a deep pool of water. This dark liquid is cool and wholesome to drink, and nothing dwells in it. It is an emergency water supply fed from several spouting springs which come through holes in the wall to the west. The pool is 14 feet deep, and at the bottom is a small outlet (large enough for a man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting upward access to the stream which flows through cavern 23. Any creature going down the stream will come out about a mile below the steading in a small pond.

23. Cavern of the Carrion Crawlers

All carrion crawlers in the whole complex of caves and caverns come to this area from time to time to breed. Over the years a litter of bones has built up from the prey these creatures have dragged here to devour at leisure. All sorts of bones, human and otherwise, are heaped and piled here and there. Seldom does any other sort of creature venture into the place, for any that do usually end up by adding there bones to the litter. There are two crawlers in the northeast finger of the cavern. Every turn there is a 30% chance that 1-3 more of these monsters will appear from the north or south along the stream or by one of the sink holes.

There is a treasure in the place, but it will take three persons to search a 10' x 10-foot-square area 1 turn. Each area thoroughly checked might discover some treasure, but each such area may be searched but once. Use the following table to determine what is found.

Carrion Crawlers (2): hp 19, 16; XPV 656, 644

1d100	Treasure
01-25	None
26-35	1-100 cp
36-45	1-100 sp
46-55	1-100 ep
56-65	1-100 gp
66-70	1-20 p.p
71-75	1-8 gems
76-82	1 piece of jewelry
83-87	1 potion
88-91	1 scroll
92	1 ring
93	1 wand (or rod or staff)
94	1 miscellaneous magic item
95-97	1 sword or misc. weapon
98-00	1 armor and/or shield

24. Storage Room

This chamber is filled with scattered tools for digging and stone masonry. There are shovels, pickaxes, hammers, drills, chisels, baskets, and so forth, many sized for giants, others for smaller creatures. The door to the north is locked with a huge padlock. (This area will house any ogres surviving from a burning of the upper level if applicable.)

25. Wine Cellar

The door to this room is also padlocked. In addition to several large casks, 11 big barrels, and some various kegs, there are 13 tuns (5 gallon) of exceptional wine stored here. Each has a bung seal with a blob of black wax impressed with a death's head. If the wine is tasted it is 75% probable that the taster will continue to quaff it until in a drunken stupor. (One quart will make a giant reel, while a gill will make a human tipsy. It is the property of the creatures masterminding the attacks by the giants, a gift to the chief for his good services, but the party can at best guess at this fact. The wine is black, has a slightly earthy smell, and tastes like no other such drink.) It has a market value of from 200 to 800 gp per quart.

26. Gallery (being cleared)

The north face of this area is being cleared, and a few tools are in that area. The place is otherwise unremarkable and empty. (Note that here, and at 27 will be the location of giants surviving a burning of the upper level of the steading.)

27. Chamber (being cleared)

Another unlit and unremarkable place with a few tools left lying around.

28. Quarters for Stone Giant Miners

Three stone giants who are subordinates of the leader in the Great Hall above make this their abode. There are piles of skins about, five cots, several stools, two tables, and several chests and sacks containing personal gear. These monsters are the master minds and engineers for all work in the dungeon. There are 14,230 gp in the third chest opened.

Stone Giants (3): HD 9+3; hp 47, 44, 39; XPV 2,458, 2,416, 2,346

29. Empty Chambers

At first glance the whole place appears to be unused, but there is a faint glint of light from the far (west) wall. Was that the gleam of light reflected from a gem? Entering to see what the glitter was reveals a pile of coffers, one tipped so as to spill its contents of (phony) gems and jewelry. The dotted area to the east shows the spot where thick iron bars drop to trap intruders once the "treasure" is disturbed. (See Rooms 30 and 32.)

30. Prison

This area holds four insane manticores. These monsters are caged here by Nosnra to guard his treasure. They are fed kitchen garbage dumped down a chute from above, and the manticores are wild with rage at their captivity. They insanely attack any creature if the opportunity presents itself. The dotted areas to the north show where bars are (the south line) and where others will drop (the north line) after the monsters enter chamber 29. (The Northern bars are raised when the eastern bars in room 29 are dropped). The bars which hold the manticores prisoned are thick, and close set, so they cannot fire their tail spikes through the gaps; but those bars which are to the north are not so closely set. (See also Room 32.)

Manticores (4): hp 51, 48, 45, 40 XPV 933, 909, 885, 845; 3,572 for all

31. Minor Treasure Room

This place is the storage area for the excess coinage of the chief. There are seven chests and some empty boxes. The chests contain:

1. 13,000 cp
2. 27,300 sp—scything blade trap which inflicts 2-12 points of damage, severing on a score of 20.
3. 7,140 ep and a *potion of poison*
4. 27 copper ingots each worth 400 cp
5. Empty
6. 11 ivory tusks worth 1,000 gp each.
7. 980 gems of 1 gp value each—poison needle trap in lock, another in (empty) false bottom.

32. Secret Room

This hidey-hole is provided with spy holes for the chief so he can look out upon areas 1 or 29. (There are also spy holes at about 5 feet high which the hill giants have never noticed.) There are three levers on the west wall of the room, each raises and lowers one of the sets of bars which are described at 29 and 30.

33. Chief's Treasure Room

The hidden pit with a snapclosed trap door cover has four iron spikes set into the floor 10 feet below, and each spike is poisoned. There is a 50% chance to fall into the pit, each person passing over the area checking—a second line having but a 25% chance of falling in if persons in a leading row drop into the trap. The room has various items which will immediately be noticed:

Large chest: 23,840 gp
Iron Box (locked): 4,139 pp
Small coffer: 62 gems (41 of 100 gp, 13 of 500 gp, 8 of 1,000 gp)
Small Coffer: 17 pieces of jewelry (500 gp each, no gems)

In addition, there are three empty and broken boxes, and in the southeast corner what appears to be a broken barrel. The latter is an illusion, for it is actually a well-made and water tight cask which contains a map showing the location of the glacial rift of the frost giant Jarl and an obsidian box. In the latter is a chain of weird black metal (adamantium alloy) and instructions written in hill giant. The instructions show that the chain is a magical device which is to be looped into a figure 8. Thus shaped, it will transport up to six persons in each circle of the figure 8 to the Glacial Rift if one of their number holds the map. It will appear that a large growth of the yellow mold covers the southwest corner of the room, but this is another illusion hiding the following items hung upon the wall: a quiver of 11 *arrows +2*, a *spear +3*, and two *swords +1, flametongue* (#1: Chaotic alignment of either good or neutral, Intelligence 10, Ego 12, *detects gems, kind and number*, communicates by empathy; #2: Neutral alignment, either good or lawful, Intelligence 6).

CHAPTER 4: The Glacial Rift of the Frost Giant Jarl

It is assumed that the party has either followed a map obtained at the Steading or used the magical chain found there, to arrive in the neighborhood of the Glacial Rift. If they spend a few hours searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, their equipment, and even treasure if they take minimum precautions with respect to keeping their hiding place secret, *i.e.* do not lead pursuers to the spot, make undue noise there, *etc.*

In any event, the same search will also reveal the Rift. The thick arrow indicates the beaten path which the giants follow to enter the place. There are two icy ledges along either face of the Rift. Both slope slightly downward, with occasional high steps which combine to make the paths progress from 250 feet above the bottom of the Rift at their beginnings to about 150 feet above at their far ends to the south. The Rift, and the openings along it are the entrance to the caves and tunnels in its face. Caves and caverns are from 25 feet to 45 feet high, tunnels and passages are from 20 feet to 30 feet ceiling height. The party may travel on the surface of the glacier—mountain (over the caves shown) to circumvent the whole Rift if they so desire. Ropes can be lowered to gain the ledges below—from 50 feet to about 150 feet depending upon position. As the rim and the ledges are covered by ice and snow, each turn that the party is moving along them a die is to be rolled; 1 in 6 indicates a member of the party has slipped and fallen, and there is a 3 in 6 chance that the character falling will continue to slip and slide over the edge. If the party is roped together, when one member slips over the edge, the next must be rolled for with a 2 in 6 chance of following. If more than half of the party goes over the edge, all fall. Each member falling to the bottom of the Rift takes 1d6 damage for every 10 feet falling distance, 10 dice maximum due to the cushioning effects of snow drifts.

The whole place is windy and very cold. Visibility atop the Rift is about 150 feet. The wind at the bottom of the Rift is worse still, and visibility there is only 30 feet. The floor of the rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up here and there like fangs. Movement through this howling maze of cold is reduced to 50% of normal. Due to wind force and eddying currents, levitation or flying there will cause movement in a random direction equal to one-half the distance flown or *levitated.* (Use 1d8 to determine direction: 1 = north, 2 = northeast, 3 = east, and so forth.)

The map the party has shows only the entrance to the Rift, and they have no idea as to which path to follow or what they will encounter (other than the certainty of frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store.

If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning. Of course, magic-users must have their spell books in order to regain spells used. When the party does retire to rest and recuperate, experience points should be awarded for treasure taken out and monsters slain.

Notes for the Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. This does not mean that you, the Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this adventure, and with an eye toward the whole, but to suit your particular players. Morale checks for the giants should not normally be made. If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

When playing this chapter, be certain to keep track of the fate of important giants and their allies and captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is shown, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

Upper Areas (Caves and Rift Floor)

The northern sections of the caves and caverns are basically formed from ice, with a few areas of rock here and there. In these areas a faint greenish light makes torches or similar lights unnecessary. Fireballs used in such areas makes the footing within the area of effect very slippery (slip and fall 2 in 6 per 10 feet moved). For from 2 to 5 turns after such magical fire is used, the area is also filled with a thick fog which reduces visibility to 5 feet.

A boulder blocking passage can be moved by three persons of normal strength, success indicated by a roll of 1-2 on 1d6. A character with 18 or better strength can move such a rock alone, at the same chance. If aided by other party members, add 1 to the chance for each helper with 18 or greater strength.

If the party is on the floor of the rift and fleeing from pursuing monsters, any change in direction by the party calls for a die roll (1d6) to determine if the monsters continue to follow; 1-2 indicated that they do so, but 3-6 means that the party successfully eludes the monsters. This is allowed due to the blizzard-like conditions in this area.

Encounter Key: Upper Areas

Wandering Monsters

Encounter occurs 1 in 12 (1d12); check each turn. Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.

1. Giants, frost (1-3)
2. Ogres (4-18)
3. Wolves, winter (2-8)
4. Yeti (2-5)

Rooms and Areas

B. Positions of large boulders.

1. Guardroom Ice Cavern

Four frost giants lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at Areas 9 and 10. There are four piles of hides, four giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately meleed. Their treasure is at Area 6. See also Area 2 hereafter.

Frost Giants (4): hp 49, 47, 46, 44; XPV 2,936, 2,922, 2,908, 2,880; 11,646 for all

2. Guardroom Ice Cave

Three frost giants on standby guard. If they hear noise from Area 1 they will rush to their help, or if they are attacked they will raise a cry to bring the guards from Area 1 to aid them. There are four piles of sleeping skins and two bags in the cave. Under the third pile of skins is a silver belt worth 1,600 gp, one giant wears a jeweled chain on his wrist (3,000 gp neck-

lace), and one sack holds 4,126 gp. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.

Frost Giants (3): hp 50, 42, 41; XPV 2,950, 2,838, 2,824; 8,612 for all

3. Empty Ice Cave

If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave.

4. Small Ice Cave

This is the den of five winter wolves—a male, female, and three half-grown young. If the young are molested, the parents will fight at twice normal values. They have no treasure, although there is a litter of bones and the like in the place.

Winter Wolf Adults (2): hp 36, 31; if young are harmed THAC0 9, Dmg 4-16; XPV 425, 400
Winter Wolf Cubs (3): hp 19, 18, 16; XPV 340, 335, 325

5. Ice Cavern

The giants have frozen eight corpses of their victims, standing them upright in blocks of transparent ice. Evidently these are meant to frighten off trespassers. The bodies are obviously mutilated and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice:

1 Dwarf with a *battle axe +1*
2 Elf with a long case at its feet *(wand of cold* with 16 charges)
3 Human wearing a jeweled belt (worth 7,000 gp)
4 Human with a tube in its hand (a scroll of *protection from elementals*)
5 Dwarf with a spilled pouch of 37 gems (10 gp each) at its feet
6 Human wearing a *ring of fire resistance*
7 Half-elf grasping a sack with a burst seam showing silvery coins (471 sp)
8 Human in gleaming armor *(armor of vulnerability −2* but appears as +2 until actually struck in combat)

If a *fireball* is used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% per block cumulative chance of causing the ceiling of ice and icicles to collapse and inflict 6-60 hit points of damage on each creature beneath.

6. Ice Provision Cave

There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 3,000 gp, four 1,000 gp base value gems, and a cleric spell scroll with one *cure serious wounds* on it inside a silver tube worth 300 gp.

7. Cavern

This natural rock cavern is covered with ice formations, so that unless the party pays particular attention, only the lack of light which pervades the ice caves will make this place different from earlier caves and caverns. There are four big heaps of furry hides near the southeastern end of the place (or more if ogres from the Steading survived, for they will also be here). Under each is an ogre, who awaits audience with the Jarl. Any noise will awaken them, and they will give the alarm to Area 8 and attempt to give the party the slip and warn the giants, too. Each ogre has from 100 to 400 gp and 1-4 gems (100 gp each).

Ogres (4): hp 24, 22, 21, 19; XPV 790 for all

8. South Cavern

Ogre mercenaries serving Jarl Grugnur dwell here. There are 12 ogres here. All fight fiercely. Also in the place are five chests, twelve sacks, and three barrels, as well as many piles of the usual skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 1,300 cp, 2,111 sp, 792, ep, and 5,300 gp. Sack #9 contains six pieces of silver jewelry (worth 100-600 gp each) and eight pieces of gold jewelry (200-800 gp each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are two *potions of healing* and a gold armband with an inset ivory and amber bear (jewelry value 2,000 gp, damaged value 700 gp). The latter is a pass to the Jarl.

Ogres (12): hp 30, 28, 27, 26, 26, 24, 23, 23, 23, 22, 22, 20; XPV 90 + 5/hp each, 2,550 for all

9-10. Cavern Guard Complex

The giants here are always alert, and the position of each guard is shown by a circled number. These guards will co-operate and attempt to set up ambushes by the movement of those in area 9 eastward to 10, via the north passage, while those in area 10 move clockwise into area 9 to come into the rear of attacking forces.

9. This area holds four frost giants. Each has his regular weapon plus one boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure.

10. Four additional frost giants occupy this area. Each wears an armband exactly as described in Area 8. There are eight bags piled into the corner at guard position eight, each holding 200-1,200 gp. There is also a rock ledge at about 9 feet high which has a stone box on it; inside this box are six more armbands and a pouch of 21 gems (100 gp each). The stone box will not be seen unless it is actively looked for by a creature within 5 feet able to view something that far off the ground.

Frost Giants (8): hp 59, 55, 52, 50, 46, 45, 44, 40; XPV 2,250 + 14/hp each, 23,474 for all

11. Cave of Bones

This place is the disposal area for unwanted bodies and similar refuse which is tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered among all the bones, there are only a few coins (1-6 each of cp, sp, gp) and some broken weapons, pottery shards, and the like. It takes 1 turn to search a 10-foot square area, and the toads from area 12 will come into the place to look for expected food when they hear noise. Roll each turn, giving 1/6 greater chance per turn with a 1 in 6 probability on the first turn.

12. Lower Bone Cave

This place is littered with bones and skulls, and is the lair of five ice toads. These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (5,000 gp base value) which resembles a toad. They have it on a protuberance in the middle of the cave, and worship it as a god. The toads rest on small ledges from 8 feet to 12 feet above the cave floor, and they will hop down and savagely attack anything which touches the gem.

Ice Toads (5): hp 37, 31, 26, 22, 19; XPV 205 + 5/hp each, 1,700 for all

13. Ice Cavern

This place is the home of a band of yeti who are scouts for the frost giants. Six yeti are here, but have no treasure. The yeti leader is at location A. He wields a *longsword +3, frost brand* (Neutral, no intelligence, +6 vs. fire-using or fire-dwelling). He has a hoard of 11 ivory tusks (each worth 800 gp, weighing 40 pounds) under a mound of snow.

Yeti (6): hp 26, 25, 24, 24, 23, 20; XPV 3,320 for all
Yeti Leader: hp 31; THAC0 12 (+3 Sword) or 15; Dmg 1-6/4-11 or 7-14; SD save at +4 vs. magical fire (from sword); XPV 630

14. Misty Ice Cave

Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to 3 feet, and the floor is very slippery (with a 2 in 6 chance of falling). Check to see if the fall causes the fumbling and dropping of whatever the party has in hand. Dropped items (which are not too large) have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.

15. Ice Cave

This is the den of two snow leopards which are the "hunting dogs" and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise (1-3) or complete surprise (4-6). They have no treasure.

Snow Leopards (2): hp 24, 19; XPV 245, 226

16-19. Barracks Cavern Complex

This area houses the band of frost giants currently readying for a raid into the lands of mankind and his associates. Each of the subareas have piles of hides for sleeping, a table and stools, and a few extra giant-sized weapons around, but there is no treasure except as indicated. All have club, spear, and four boulders to hurl.

At location "X" in area 18 is a clear spring of water about 30 inches deep, at the bottom of which are 272 clear rock crystals worth 10 gp each.

16. 4 frost giants, hp 49, 46, 43, 39; XPV 11,478 for all
17. 4 frost giants, hp 48, 47, 42, 40; XPV 11,478 for all
18. 6 frost giants, hp 55, 52, 50, 45, 45, 45; XPV 13,500 for all
19. 4 frost giants, hp 51, 48, 44, 41; XPV 11,576 for all

20. Ice Storage Cave

This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies.

21. Ice Cavern

A rune of warning carved into the ice floor clearly shows that this place is to be shunned. (Any party member able to speak the language of frost giants, or if a *comprehend languages* spell or the like is available to the party, will immediately understand this as a dire warning!) Only 10 feet beyond the west bend of the cavern, the walls appear to be covered with old, rough ivory—it is full of brown mold. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure.

22. Guard Ice Cave

Two frost giants are posted as guards here, one watching at the cave mouth, one sleeping on a pile of hides. Each is armed, and there are eight throwing boulders in the cave. They each have a sack, but neither have any treasure.

Frost Giants (2): hp 49, 47; XPV 2,936, 2,908

23. Guard Cave

This position is manned by four frost giants. One giant watches down each passage while the other two sleep on heaps of skins. Each has his weapon and four boulders to hurl. There are sacks in the cave but no treasure.

Frost Giants (4): hp 48, 46, 44, 42; XPV 2,922, 2,899, 2,866, 2,838; 11,520 for all

24. Visitors' Cave

Five hill giants are camped here awaiting a summons from the Jarl. The cave has five heaps of hides and five giant-sized bags. Bag #4 has a gold-inlayed skull with a report from Nosnra, the hill giant chief, to the Jarl inside. It is a pass to the Hall of King Snurre, the fire giant king, also, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant king. Each hill giant wears a fur cloak worth 1,000-6,000 gp

Hill Giants (5): hp 40, 38, 37, 35, 34; XPV 9,208 for all

25. Visitors' Cave

Five stone giants of very large size have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They will fight only if attacked. Each has a weapon and three rocks handy. Among the five piles of skins in the cave is a jeweled crown worth 15,000 gp (9 gems worth 1,000 gp each, 2,000 gp worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.

Stone Giants (5): hp 55, 52, 49, 46, 42; XPV 12,416 for all

26. Special Visitors' Cave

This location is warmed somewhat by volcanic activity, and it is lit by dim reddish light. In it are three fire giant messengers who have delivered their message and are about to depart for their own land. There are three huge piles of furs and skins in the place, a rude table, a bench, three stools, a large brazier, and three sacks, each with 3,000 gp plus the usual contents. The strongest fire giant carries a token of the Jarl's fealty to King Snurre, a solid silver statue of a bear, rampant, with topaz eyes (500 gp each) and ruby fangs (eight gems worth 500 gp each) worth 6,000 gp (silver is worth 100 gp). The statue is carried in a bag at his belt.

Fire Giants (3): hp 60, 58, 55; XPV 3,660, 3,628, 3,580

27. Wolf Pack

This wild pack of seven animals is encouraged to roam the place by the frost giants. They have no treasure.

Winter wolves (7): hp 39, 33, 30, 29, 28, 26, 25; XPV 245 + 5/hp each, 2,765 for all

28. Snow-covered Dome of Ice

This formation has been caused by the creature which lairs inside, a remorhaz 30 feet long which has recently moved into the rift. A number of skeletons are around its icy den, one of a human with a *ring of three wishes* on its bony finger and a *bastard sword +2, giant slayer* (unintelligent, either Lawful Good or aligned to suit the most likely PC user). If the monster is destroyed by magical violence (such as a *fireball, lightning, wall of fire,* or *fire elemental*), the treasures are lost—destroyed or sunk into the ice and nonrecoverable.

Remorhaz: HD 10; hp 58; THAC0 10; XPV 4,262

29. White Pudding

There are two of these monsters, one at each place 29 is shown on the map.

White Pudding (2): hp 77, 66; XPV 2,124, 1,992

30. Sinkhole

This is an ice-coated sink hole around 12 feet diameter and 100 feet deep which gives access to the Lower Level (area 2).

Encounter Key: Lower Areas

This area is basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about 25 feet high, while the roofs of small caverns are 30 feet to 40 feet high, those of the large ones 45 feet to 60 feet tall. Light in this area comes from torches and cressets which are actually cages for fire beetles, the latter mostly in the part inhabited by the Jarl. Survivors of attacks on the level above will most likely make a stand in area 1 below or attempt to hide in area 3 below if weak and hotly pursued.

Wandering Monsters

Encounter occurs 1 in 10; check each turn.

1. 4 frost giant guards making the rounds.
2. 3-12 ogres on an errand for the Jarl.
3. 3 frost giantesses and 3 ogre servants out for a walk.
4. 1 frost giant and 2-5 winter wolves searching for possible intruders *(ONLY if party is known to be around).*

Rooms and Areas

B. Positions of large boulders.

1. Grand Entry Cavern

This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. The boulder closing the passage to the west is well concealed and looks much like the normal cavern walls, so treat it as a hidden door.

2. Vaulted Cavern

The noise of moving the boulder which closes the place off from the rest of the complex will awaken the two white dragons kept herein. A large ancient male rests atop a heap of treasure: 72,000 sp, 17,320 ep, 2,966 pp, eight silver boxes filled with ivory (weight 3,000 gp each, value 4,500 gp ivory, 1,500 gp each per box), one alabaster statue (4,000 gp value), seven white marble statues of no great worth, a scattering of 1,900 1 gp base value gems, 11 pewter serving pieces of small worth, 24 various weapons (a *dagger +2* among them), nine shields, eight suits of armor (including a silvered set of black *chainmail +3*, 27 urns of small value, and 61 bottles and flasks which have no value except for one which holds *poison*, one which is a potion of *fire resistance*, and another two which hold potions of *diminution* and *polymorph (self)*. The ancient male is directly against the portion of rock which splits the entry to the lair into a north passage and an east passage, and he will surprise intruders on a 3 in 6 basis. His mate is at A.

A. This location is a ledge with a cavelike recess, the whole being about 30 feet above the floor of the cavern. On the ledge a medium-sized, very old female dragon, the mate of the ancient male, hides and watches to see who enters the place. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his wife who bring tender morsels to their pets. The female dragon will fly silently to the aid of the male, surprising opponents 4/6. She hides twelve gems, eight opals, and four diamonds (1,000 gp each).

White Dragons (2): HD 6 (female, hp 42, XPV 602) or 7 (male, hp 56, XPV 973); THAC0 13 (both)

3. Storage Cave

The place contains some remnants of carcasses, a few broken boxes with provisions that are spoiled, some spilled sacks containing moldering grain, casks of wine turned to vinegar and stove-in ale barrels.

4. Deserted Cavern

There are broken items of giant furniture here and there—tables, benches, stools, chairs. Burned out torches are in wall cressets. There are three skeletons of frost giants plainly visible near the center of the cavern. About 4,000 gp are scattered around these bones, and a man-sized *shield +1* also lies nearby. The monsters at location B will attack any creatures.

A. Frost giant skeleton half buried under stone rubble. The clear indication here is that the giant was attempting to flee north for escape from the cave-in of a passage south (behind the rubble) but he failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows the *Grand Entry Cavern* (area 2) as a storage place, area 3, area 4 as the *Great Hall of Jarl*, and a passage south (where the rubble is) which supposedly leads to various barracks rooms, the Jarl's private chamber, and a treasure room, the passage going 60 feet south and then leading to a complex of 10 caves and caverns. Of course, this is a ruse, cleverly laid by those who motivate the giants...

B. Six ice toads inhabit this area. They are very hungry, and if any creatures come near them they will seek to kill and devour them.

Ice Toads (6): hp 35, 31, 25, 22, 17, 16; XPV 205 + 5/hp each, 1,960 for all

5. Entrance Cavern

This is the actual entrance to the Jarl's complex. It is always guarded by two large frost giants with weapons and boulders. One will fight while the other sounds a great iron horn hung on iron chains from above. The horn requires 1 full round to reach, and another round to wind. There is no treasure here.

Frost Giants (2): hp 62, 60; XPV 3,118, 3,090

6. Emissaries' Cavern

Five ogre magi, recently arrived from the Lord of their kind, are here. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre Magi 100,000 gp value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory. Each monster bears a pouch with 10 gems worth 500 gp each (tokens from the Jarl).

A small iron casket in possession of the largest ogre mage holds a gift to the Lord of ogre magi, a trick box with 18 plates of platinum (100 gp each), 18 plates of electrum (10 gp each), and 18 plates of silver (2 gp each). They slide in secret combination to open a small magical *box of holding*. (Although the container is but ten inches long, by six inches wide, by four inches deep, it will hold 3 cubic feet of material of 3,000 gp weight, whichever is the lesser.) The box opens by sliding plates on the left, then the top, then the right end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch into the member holding the box (hits any armor class on 12 or better, −4 on poison saving throw). The box contains 2,000 gp and 2 potions (*frost giant control* and *cloud giant strength*).

The ogre magi leader also wears a *necklace of missiles* (5 *fireballs* of 7, 5, 5, 3, and 3 dice, respectively) and he will not hesitate to use it. The positions of the ogre magi are indicated by circled numbers.

Ogre Magi (5): hp 34, 29, 29, 27, 26; XPV 5,370 for all

7. Guest Cavern

A torchlit, tapestried place, with skins and hides covering the floor, and a bed heaped with pelts. There is a chest, a bag, a table, two chairs and a small cabinet here. The cloud giant who is the current guest has just agreed to join the Jarl as his chief henchman (and hopes to end up replacing the Jarl and ruling the rift himself). The chest holds 11,000 gp, and the giant wears a silver belt set with ivory and gems (one ruby, two violet garnets, four fire opals, and twelve zircons, worth 3,000 gp in all).

Cloud Giant: hp 70; XPV 4,870

8. Prison Cavern

Several torches light the place dimly. A storm giantess who is comely to those of her ilk (and is strong and fights as if she were a male) is chained on the north wall with huge manacles at the wrists and ankles. A fur rug in the middle of the place bears a table and two chairs. Upon the table are heaps of food on golden platters (six, each worth 500 gp), in silver bowls (three, each worth 100 gp), and two huge flagons of ivory set with six gems (100 gp each) set to tantalize her into submitting to the Jarl's will and becoming his leman. This durance vile makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration. (Characters of the same alignment will have an ally for the duration of the adventure in the rift, while those of obviously opposite alignment will be deserted one or two encounters after freeing her.)

Olgani, Storm Giantess: hp 94; XPV 7,542

9. Servants' Quarters Cavern

Sixteen ogres dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garments, and a sack. Each ogre has from one to 100 each sp, ep, and gp in his box or bag. They serve the Jarl willingly and fight fiercely.

Ogres (16): hp 30, 28, 27, 25, 25, 24, 21, 21, 19, 19, 19, 18, 17, 17, 16, 14; XPV 90 + 5/hp each, 3,140 for all

10. Antecavern

Four frost giant guards are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if intruders enter their area. They have no treasure.

Frost Giants (4): hp 51, 48, 44, 43; XPV 11,652 for all

11. Great Caverns of the Jarl

This is where all the special functions and feasts take place. Various tables and benches now line the east and west walls, pushed out of the way until a time of need. Caged fire beetles dimly illuminate the place, and the area appears completely deserted, for guard posts A and B are more than 30 feet above the floor and hidden in dark shadow.

A & B. Each of these ledges holds a watchful frost giant armed with a ballista which he can fire once per round. Each has four spear-missiles for his ballista, two boulders, and his club. Neither has any treasure.

Frost Giant Guards (2): hp 53 each; Dmg 4-24 or 3-18 (5-30) with ballista; XPV 2,992 each

12. Audience Alcove and Throne Dais

A huge ivory and bone throne, decorated with skulls, silver and gems rests at the back of the place. Behind it is a white dragon hide, and before it is the skin of a huge polar bear. An alabaster table and three ivory stools are to the forefront of the throne, the seats of the Jarl's lieutentants. It is unlit and empty now.

The throne weighs 600 pounds (of silver) and has the following gems inset: one small diamond (5,000 gp) and 40 huge but dull ones (actually quartz, 10 gp each), eight topaz (three of oriental type worth 1,000 gp each, the others 500 gp each), 10 inset pieces of amber (100 gp each) and 20 citrines (50 gp each).

13. Guard Area

Two frost giants look east and west at all times. They have clubs and two boulders each. If an intruder is seen, they will sound a large gong on the north wall. They have no treasure.

Frost Giant Guards (2): hp 56, 52; XPV 3,034, 2,978

14. Kitchen Cave Complex

Three fire giantesses and four ogres are in the west spur roasting a horse over the natural fire pit there and otherwise readying the Jarl's food. Various foods and furniture and utensils are about the main room and the east arm. Amidst piled foodstuffs to the north are 4 human captives in a cage. They are not fighters or otherwise useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 15, 16, and 17.

Fire Giantesses (3): hp 46, 42, 40; XPV 1,752, 1,704, 1,680
Ogres (4): hp 25, 22, 20, 17; XPV for all

15. Weapons Cave

Here are stored 62 throwing rocks, 16 shields, 29 spears, 10 clubs, and 9 helmets, all of frost giant size. There are also nine battle axes which the giants can hurl, and a chainmail shirt of giant size.

16. Common Quarters Cavern

There are one male frost giant, 12 giantesses, and nine young about the place. There are bed piles of skins and hides, a few stools, 11 large boxes, 5 chests, and many pegs with 14 capes and 9 bags hanging from them. Under the 9th box is a hole with 19,560 gp in it. If the male is killed, the others will not fight unless they are also attacked.

Male Frost Giant: hp 49; XPV 2,936
Frost Giantesses (12): hp 40, 39, 38, 38, 38, 38, 35, 35, 35, 35, 34, 32; XPV 1,200 + 12/hp each, 19,644 for all
Frost Giant Young (9): hp 24, 21, 20, 19, 19, 19, 18, 16, 14; XPV 300 + 6/hp each, 3,720 for all

17. Kennel Cave

The Jarl's hunting pack of four polar bears are kept here. There are two males and two females; jeweled collars on the males have eight gems each, the females' have six gems (all 100 gp each). They are very quiet (surprise 4/6) and will attack immediately.

Polar Bears (4): hp 48, 45, 36, 33; XPV 5,544 for all

18-19. Caverns of the Jarls

These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. They are lit by torches and a few fire beetles. There are many pegs holding cloaks, capes and bags along the walls. Four huge lockers, three hampers, and six wardrobes are in various places. Each male giant in the place has 2,000-8,000 gp plus his armband (as described in Area 8 of the upper level). Each female has 1,000-4,000 gp. The young have no treasure.

18. 9 males; hp 58, 55, 55, 53, 50, 49, 49, 48, 46; 2,250 + 14/hp each, 26,732 for all
11 females; hp 43, 40, 40, 39, 38, 38, 38, 38, 38, 36, 33; XPV 1,200 + 12/hp each, 18,252 for all
8 young; hp 24, 21, 21, 20, 20, 20, 18, 15; XPV 300 + 6/hp each, 3,354 for all

19. 3 males; hp 61, 57, 52, XPV 2,250+ 14/hp each, 9,130 for all
4 females; hp 40, 37, 34, 32; XPV 1,200 + 12/hp each, 6,516 for all
5 young; hp 25, 22, 18, 17, 14; XPV 300 + 6/hp each, 2,076 for all

20. Jarl's Antecavern and Trophy Hall

The western spur of the cavern is a private audience hall, with pelts and skins on the walls and floors, a table, and four chairs. On the end wall hang two normal shields, a *heavy crossbow of speed*, two non-magical two-handed swords, and a pair of huge decayed ivory tusks (worth 10 gp). Some worthless scrolls are on the table. There are three chairs and two tables in the western area, the trophy hall, which has actual rugs upon its floor. On the south wall are a great number of items, including:

Pelt of a cave bear
Hide of a su-monster
Skin of a wyvern
Rack (antlers) of a giant stag
Mounted teeth and claws of an umber hulk
Mounted claws of a giant scorpion
Horn of a wooly rhino
Pair of mammoth tusks
Pair of mastodon tusks
Quiver with 16 normal arrows
Head of a giant boar
Skin of a griffon
Two man-sized shields (the second is a *shield +2*; if it is removed from the wall a spear trap is released, firing straight ahead and hitting on a 5 or better (Dmg 3-18)
Mounted dwarven skull with an iron crown (no value)
Two crossed spears and a flail
Tapestry depicting the Jarl's defeat of a storm giant (worth 1,875 gp, but Olgani will destroy if possible)
Case of crossbow bolts (25, 11 of which are *bolts +2*
Wings of a giant eagle
Great axe
Human-sized suit of field plate armor
Mounted pair of walrus tusks (one of which is an ivory-covered *iron horn of valhalla*; but if the tusks are touched, the shedu skull will scream "ALARM! ROBBERS!" in the frost giant tongue, and continue to do so until the skull is smashed)
Human-sized shield bearing the insignia of the Yeomancy
Dwarf-sized suit of splint mail
Tapestry depicting a giant raid on human lands (worthless)
Skull of a shedu (see *Walrus tusks*)
Huge iron mace (normal)
Pelt of a giant lynx
Jaws of a subterranean lizard
Elf-sized suit of *plate mail +2*
Human-sized buckler (non-magical)
Light crossbow (non-magical)
Tapestry commemerating the Jarl in battle with a giant eagle (500 gp value)

Some worthless furs and tapestries showing other triumphs by the Jarl hang on the short north walls. There are several illuminated by caged fire beetles. There are well-worn steps, each about 3 feet high, at the eastern end of the place. Thick leathery hides screen the cavern from area 21.

21. Jarl Grugnir's Private Cavern

The forepart of this area is filled with a huge table, four chairs, three wardrobes, five chests, five trunks, and seven coffers. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. Grugnir, Jarl of the Frost Giants sits at the table in his chain jack, with a huge *shield +1, +4 vs. missiles* nearby, his sword at his hip (a non-magical two-handed sword which the Jarl wields in one hand, for +4 "to hit" and damage) and a platinum drinking horn set with eight gems (1,000 gp value each, jewelry value 9,000 gp) in his hand. Across the table is his "Lady" with a cloak of sabertooth tiger hide about her, an iron mace at her hip, and a gold flagon set with eight gems (500 gp value each, jewelry value 6,000 gp) in her hand. Two huge winter wolves crouch under the table, and these pets will note even invisible intruders due to their keen sight, hearing and sense of smell.

All the various containers in the room contain clothing and useless items except as follows: chest #2 holds 3,800 pp; chest #5 has 15,750 gp; box #4 has a covering of old socks but underneath them are eight potions *(delusion, extra-healing, giant strength* (storm), *healing, human control, oil of slipperiness, poison*, and *speed*); coffer #2 has nine pieces of jewelry (each worth 1,000-10,000 gp); coffer #6 has a contact poison on it and holds 196 gems (104 of 50 gp, 51 of 1,000 gp, 35 of 500 gp, 6 of 1,000 gp, and 1 of 5,000 gp) worth a total of 84,700 gp.

The eastern portion of the cavern is partially screened off by hangings. There is a huge bed, a small table, a chair, two stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no worth. The lid of the trunk has a secret drawer in it which contains six parchment scrolls in tubes: #1 is worthless, #2 is a *cursed scroll*, #3 is a map to the Hall of the Fire Giant King (Chapter 5), #4 is a scroll of *protection from magic*, #4 is a scroll of gibberish with *explosive runes* on it, and #6 is a scroll of two magic-user spells *(crystal brittle, energy drain)*. These tubes will be taken by the Jarl if he is forced to flee and has time to get them.

Grugnir, Jarl of the Frost Giants: AC 0/−4 (with shield vs. normal/missile attacks); hp 80; THAC0 5; Dmg 10-40 (6d6+4); SA hurl rocks (to 24", Dmg 6-24); XPV 3,830
Lady Amgroth: HD 10+4; hp 70; THAC0 9; Dmg 5-30; XPV 3,230
Winter Wolves (Bez and Rebez): hp 40, 37; XPV 445, 430

A. Behind the wall hangings on the eastern portion of the north wall is a hidden escape tunnel. It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove to the northwest appears empty, but if it is examined with care there is a 1 in 6 chance per person examining the area that they will note a thick iron bar protruding from the wall at about 10 feet above the floor. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some 50 feet distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King).

An apparently empty ledge along the southwest wall is the resting place of an iron box, totally invisible, and strongly locked. Unless powerful magical sight *(i.e. true seeing, gem of seeing, etc.)* is employed, it is detectable only 1 in 6, with but one chance for any party, for the magic on the chest is strong and it does not radiate *any* magic or clue. The box contains poison gas which will form a cloud 30 feet per side, and any within it must save versus poison at −3 (the contents intended are to be taken to the fire giant's stronghold and given as gifts to the dark elves behind the uprising). In the iron box are: a *hammer of thunderbolts*, a *pearl of wisdom*, a set of eight small jars of paints *(Nolzur's marvelous pigments)*, a *ring of invisibility*, and a *wand of paralyzation* (45 charges).

CHAPTER 5:
Hall of The Fire Giant King

The party might have arrived before the huge obsidian valves which bar entrance to the Hall by means of the transporter found in the lair of the frost Giant Jarl, and in this case they will have to search to find a place of safety to rest and recover their strength between forays into the Hall. If the group journeyed hence by some other form (horseback, mounted on hippogriffs, *etc.*) they will have noted such a place 2 miles distant from Snurre's sooty palace. This hidden refuge will prove to be safe from detection as long as the party leaves no plain trail to it, and as long as they are not followed to it. (If they thrice venture forth from the cave to raid the Fire Giant Hall there will be a 10% cumulative chance per additional raid that the hideyhole will be found by the giants, *i.e.* a 10% chance the fourth raid, 20% the fifth, *etc.*) The ravine which is near the safe cave leads directly to the spiney, broken heap of slag which is indicated as the site of the Hall by their map, or obvious to them otherwise, for it has a wide well-trod path leading up to two great slabs of black stone, obsidian portals which give access to Snurre's Hall. But these gates will open to the party if one of the members has fire giant strength (or greater) and mass, or a *chime of opening* to employ, or one of them can cast a *knock* spell. Each valve is 29 feet tall, 10 feet wide, and no less than 3 feet thick.

The plain about seems most evil and drab. The sky is gray and filled with sooty clouds. A distant volcano can be seen, and far to the south a glowing river of molten lava moves sluggishly down a slope and out of sight. It is hot and the air smells of heated rock and metal. The ground is full of cinders and sharp rocks. The place is lit by night with dim red light from the flaming gases shooting forth from the earth and from molten rock. On the second and any successive raids upon the place, there is a 50% likelihood that the gates will be ajar, and some guard will be watching for the attackers in order to alert the Hall.

Notes for The Dungeon Master

The pile of lava, slag, and jutting black rock which houses the Hall of Snurre is a steeply rising hill about 300 feet high at its summit. It is difficult to scale, but the party may do so if they desire. Everywhere are vents which smoke, and some of these holes spurt out jets of flame from time to time. The party will never locate any other entrance to the place, and there is a 2 in 6 chance that any member investigating a vent hole will be struck by flaming gases (Dmg 2-12).

The upper two levels of Snurre's Hall are lit by torches, braziers, natural gas jets, and even molten lava. Most of these lights will be extinguished if the place is heavily attacked. The lower level is unlighted except where the matrix indicates otherwise. Passageways in the Hall are vaulted and some 30 feet high. Halls, chambers and rooms are 40 to 60 feet high. The floors, walls and ceilings in the place are of black, reddish-black, dark gray, and dull brown rock. In some places it has been hewn, but in others it appears to have been fused by heat. All doors are made of iron plates. Opening them requires giant strength so normal probabilities of opening resisting doors are cut in half. Pillars in passageways and other places are of black stone.

The lower level is mostly natural, and the details of the place will be given hereafter. When the party gains this level, do not be too precise in calling direction or distance. As with any such map, the twists, turns, and irregularities are very difficult to map anyway, and general directions and descriptions will suffice for the mapper and make the whole more realistic in any case, for such an area would be nearly impossible to accurately map under existing conditions.

As has been said in the previous adventures in this series, while considerable detail has been given, it is up to you to fill in any needed information and to color the whole and bring it to life. You, as Dungeon Master, must continue to improvise and create, for your players will certainly desire more descriptions, seek to do things not provided for here, and generally do things which are not anticipated. The script is here, but you will direct the whole, rewrite parts, and sit in final judgment on char-

acter's actions. If you have already taken your players through the first two adventures, you will wish to be particularly mindful of how their behavior there will have altered what is shown here on each level matrix. Use the parameters given to design your own epic. Be disinterested and be just. This is a very difficult scenario, and the players might rue thoughtless actions, but do not allow this to temper what you have before you. Likewise, do not set about to entrap the party in a hopeless situation. Allow their actions to dictate their fate. In any event, never reveal too much information to players. For example, if they learn about the drow, give only scraps of details from your information sheet; determine a percentage probability of the particular bit of knowledge being known by whatever means is being employed (sage, *commune legend lore*, *contact other plane*, or whatever), and roll the percentile dice for each scrap. Base your communication to the party upon this, but always judge for yourself if the information thus imparted is too much or too little.

Remember also that these giants are both the toughest so far encountered and that they have the best advice immediately available to them. As soon as the party strikes and then retires, the attack will be assessed and countermeasures taken. Some notes to this effect will be found in the matrices for each level, but you will have to design some reactions personally. Even when the party first enters the Hall you will have to gauge the reaction of the giants if and when they learn the intruders are within. How will they react? From whence will they call in guards? Where will Snurre go? Most assuredly, he will not remain seated upon his throne when an attack is in progress! You have not ceased being a Dungeon Master by using this prepared scenario. You simply have some details handled for you so that you can better script the more important details.

When the party retires from the Hall, the fire giants will lay whatever traps and ambushes they are able to under the circumstances. Lights will be put out, sentries will be posted, and so forth. In the play-test version, I had the giants who survived the first foray by the (exceptionally strong and well-played) party set several ambushes, each surprise being set to allow them to retire quickly behind a turn in a passage or through doors, gradually falling back on the corridor to the 2nd level. However, even the females and young fought, as the King has so ordered, and I assumed that their fear of him, (and the drow) was greater than their fear of the party—or at least equal. As the characters offered no quarter and slew every giant or other creature encountered with absolute ruthlessness, their opponents fought with hopeless abandon and sacrifice. How you will manage must be based upon knowledge only you, as judge and referee, can have. Regardless of what your players do, morale checks for the giants and their associates should seldom. *if ever*, be made. What hope have they? The rationale of this whole series of adventures is a fight to the finish. Only the leaders and those they take with them will normally seek to move to a place of safety, the rest will stand fast and battle to the end.

Finally, drow weapons and armor do not radiate magic.

Encounter Key: Level One

Wandering Monsters

Encounter occurs 1 in 12; check each turn. All wandering monsters are assumed to be creatures not accounted for on the matrices. Their appearance is mere chance, although they can actually reinforce existing monsters in the area if circumstances favor this action on their part.

1. 2 fire giant guards
2. 2 fire giantesses with 12 gnoll workers
3. 4 young fire giants with 1-4 young hell hounds (HD 4)
4. 3 giant visitors (1 cloud, 1 frost, 1 stone)

Rooms and Areas

1. Entry Passage

The floor here is polished obsidian, and great wall hangings can be seen by the party as soon as they enter. The tapestries between the torches are done in bloody colors and show victorious fire giants. The door guard is in alcove A.

A. The tapestry hanging before this post is loosely woven so as to allow the fire giant guard in the dark recess to clearly see whoever enters. If intruders are spotted, he will wind the great bronze horn to warn the Hall (area 2). The guard has a club and four boulders.

If the party severely defeats the giants in the Hall, a ballista (from 10A) will be set up at the far end of the hallway in anticipation of a second raid. This weapon will have a trip at 30 feet into the passage, and the trip will be nearly invisible (notice only 1 in 6, if the party is using lights, and check only once for all). The ballista will fire 6 spear missiles, with a 2 required to hit AC 10, and no adjustments for dexterity are to be given. Each missile inflicts 2-16 points of damage when it hits.

Fire Giant Guard: hp 56; XPV 3,596

2. Grand Hall

Two ettins are always here, using their four heads to watch all directions. Each is armed with a huge morning star of black metal (treat as +1 to hit and damage) and a spear. If they throw the latter weapons, they will then arm the right hands with morning stars and the left with maces. If the guard at the gate sounds the alarm, these monsters will move to hold the mouth of the entryway until help arrives from Areas 3, 18, and/or 21-25. The floor of the Grand Hall is reddish-black, highly polished stone, the pillars are carved into the shapes of dwarves straining to hold up the figure atop them, and the light flickers weirdly from burning gases spurting from the walls. The tapestry on the south wall screens the entrance to the Royal Apartment.

Ettins (2): hp 49, 44; THAC0 10 (spear, mace) or 9 (morning star); Dmg 1-8 (spear), 2-16 (mace), 4-19 (morning star); XPV 3,484, 3,404

3. Throne Room and Audience Chambers

Two steps of white veined black marble lead up to this area. The floor is a deep red polished stone, the huge stone pillars of polished obsidian, between them a massive throne of jet and black and white banded onyx, the whole with sard (12 pieces worth 1,000 gp each) and set with 12 fire opals (1,000 gp each) and 12 rubies (5,000 gp each). The walls are inlaid with colored stone to show various scenes of victory by King Snurre over opponents. Behind the throne the wall shows the flaming skull which is Snurre's own device, flanked by fire giants with clubs over their shoulders. Huge torches burn in bronze cressets. (The secret door is actually one of the flanking giants inlaid on the wall. A cresset to the left of it is pulled down to cause it to swing inward.)

Four fire giants in chain shirts guard the King at all times, and their positions are shown by the circled numbers. Each has a huge throwing hammer and an axe. Crouching beside either arm of the throne are two large hell hounds which are the King's constant companions.

King Snurre himself is seated upon the black seat of the throne. He is clad in black iron armor and a white cloak, and holds a huge two-handed sword. The cloak is white dragon hide, which bestows a +3 bonus to saving throws vs. cold-based attacks and reduces all damage from them by half. When the weapon is swung, flames appear along its blade, for +4 to hit and +6 damage. The King fights as a storm giant when he is armed with his sword, or otherwise as a cloud giant.

Snurre is 13 feet tall, hugely muscled and extraordinarily ugly, very broad, with bandy legs. His teeth are tusk-like and protruding, almost orange in color. His head beneath his iron helmet is bald, but his side whiskers and beard are bright orange and full. Snurre wears a necklace of coral skulls (worth 15,000 gp) and has a broad girdle set with 66 garnets (100 gp each). He only wears his crown of iron when on his throne; it is otherwise in his bag. The crown is set with six rubies (1,000 gp each), six diamonds (1,000 gp each), and a huge jacinth (10,000 gp).

Hell Hounds (2): HD 7; hp 49, 46; XPV 1,217, 1,209

Fire Giant Guards (4): AC 2 (chain shirts); hp 63, 61, 59, 58; THAC0 9; Dmg 5-30 or 5-20 (throwing hammer); XPV 3,708, 3,676, 3,644, 3,628; 14,656 for all

Snurre Iron Belly, King of the Fire Giants: AC 0 (iron armor); hp 92; THAC0 4/9 (with/without sword) Dmg 13-48 (7d6+6, with sword) or 6-36; SD cloak (vs. cold, save at +3 for half or quarter damage); XPV 5,572

4. Chamber of the Queen's Serving Maids

The length of the hall and chamber proper are covered with hide rugs and wall hangings. Note the one which screens the entrance to the Queen's private chamber. There are torches on the walls, and six chairs and three small tables along the hallway. At the end there are four beds, eight chests, two wardrobes, and four stools. There are always four fire giantesses waiting in the hallway outside the Queen's chamber and four giantesses in the end chamber. Each fights fiercely to protect the queen, and those at the end chamber will rush to aid the others. They have swords and fight as frost giants with respect to hit probability and damage. Each wears 2-5 pieces of jewelry worth 500-2,000 gp each. Amid the 81 hides, pelts, skins, and furs in the end chamber are several of value; numbers 17, 24, 40, 59 and 77 are each worth 1,000-4,000 gp. There is no other treasure.

Fire Giantesses (8): hp 44, 42, 40, 39 (hallway), 45, 40, 38, 35 (end chamber); XPV 2,400 + 14/hp each, 23,722 for all

5. Queen Frupy's Chamber

The floors and walls here are covered with rich rugs and tapestries (of no great value). The place is well lit by torches and a large brazier, and this makes it very hot indeed. The Queen is a veritable harridan, a sly and cunning horror. She is, if anything, uglier than Snurre. Topped by a huge mass of yellow orange hair which looks like a fright wig, Queen Frupy's face is a mass of jowls and wrinkles, set in the middle of a very large head which sits squarely upon her shoulders. Her body is lumpy and gross, and her skin is covered with bristles the color of her hair. Her little pig eyes, however, are bright with intelligence unusual in a giant. She wears garments of black dragon hide, set with iron studs, and this gives her an effective Armor Class of 2. She fights as a normal fire giant male, but has a +2 hit bonus and +4 to damage. She wears eight pieces of gem-set jewelry (each worth 2,000-5,000 gp). She wields an iron sceptre as a weapon. Out of sight are two pets, a pair of giant weasels which she dotes upon and which obey her every command.

Any intruders entering the place will be commanded by Queen Frupy to kneel in her August Presence and state their business, so that she may fairly dispose of their humble requests. Any so foolish as to do so will be sorry, as Frupy will call forth her pets and herself strike at the most powerful appearing of the intruders. Against a kneeling victim, she gains bonuses of +4 to hit, +8 to damage, and decapitates the victim on a natural 20. She will then bellow for her serving maids to come to her aid.

Queen Frupy: AC 2; HD 10+4; hp 74; THAC0 8; Dmg 9-34 (5d6+4); XPV 3,436

Giant Weasels (Redant and Rogue): hp 24, 19; XPV 221, 201

Frupy's chamber contains a huge bed covered with furs (of only 100-600 gp value each, 12 total), a small table and two chairs, a stool and dressing table with a huge silver mirror (value 1,000 gp, and it shows invisible or magically changed creatures in there real form), an ebony and mother of pearl wardrobe (filled with her clothing), an iron chest, two bronze caskets, a huge chest of 12 drawers, and 2twosmall coffers of copper on each table.

Each bronze casket has an asp inside. #1 holds 4,000 cp; #2 has 4,000 pp covered by a spell so that they will appear as coppers until they are taken out of her chamber.

The iron chest has a trick opening in the side which allows the person to get its contents. If the lid of the chest is opened, a cloud of fire englobes all within 10 feet of the chest, doing 6-36 points of damage (no saving throw). Inside the chest is a jade box (worth 5,000 gp) with a hidden compartment which can only be detected by means of X-ray vision or *true seeing*. The compartment contains a scroll with feet randomly determined 7th level spells—cleric, druid, or magic-user, matching the class of the first such character who examines it.

All but one of the copper coffers contain unguents and the like. Coffer #3 contains six pieces of very fine, gem-set gold jewelry worth 7,000-10,000 gp each, and a jeweled pendant with a stone, from the inky depths of which come flashes of color. (This is a *wizard eye* device fashioned by the House Tormtor of the Drow, and allows them to see through it.)

The drawers in the chest contain worthless personal articles, except the fifth drawer from the bottom. There below some underthings Queen Frupy has concealed three potions—*fire giant control* (to be used by her on the King, of course), *delusion*, and *mammal control*.

6. Chamber of the King's Guard

Four fire giants rest here before assuming active duty with Snurre; all sleep lightly. They wear chain shirts. There are four cots and four stools in the chamber. Under each cot are two lockers, each containing clothing and 1,000-3,000 gp. Each guard carries 12 gems (worth 100 gp each) in a belt pouch, and each is armed with throwing hammer (as those in area 3) and sword. A table in the center of the room has several platters and flagons in it (all worthless) along with a small tun of wine and a cheese covered with mold. (Inside the cheese are 48 gems worth 100 gp each, for this is the repository for the wealth of guards on duty.) There are 12 boulders in the entry hall, six along either wall.

Fire Giant Guards (4): hp 63, 61, 59, 58; Dmg 5-30 or 5-20 (throwing hammer); XPV 14,656 for all

7. King Snurre's Private Quarters

The great iron doors to this place bear the blazon of the flaming skull. Six hell hounds roam the outer hall. The walls here are set with torched cressets and draped with crude tapestries. There are six chairs and two benches along the walls, and three tables are interspersed, each with a keg of ale, beer, or mead and leather or horn drinking vessels at hand. Eight normal shields and eight normal swords decorate bare patches on the walls. There is a step up just at the pillar of reddish stone which ends the forehall and marks the entry to the chamber proper.

Hell Hounds (6): HD 6, 5, 4 (2 of each); hp 33, 30, 25, 22, 18, 17 (in order); THAC0 13, 15, 15; XPV 748, 730, 445, 430, 312, 308

The bedchamber of the King contains a huge bed, a table, a small throne of ebony and three lesser chairs, a tall cabinet, four trunks, an iron chest at the foot of the bed, and a bench near the entry. The floor is covered with pelts, and the walls are hung with tapestries (worthless) and trophies: two shields, an axe, four swords, a flail (used to subdue the pyrohydra at area 8) and a hammer. All of these are sized for giants and otherwise normal and non-magical. A ledge on the south wall at 9 feet above the floor holds 39 skulls (human, dwarven, elven, giant, and other various and sundry monsters and creatures), eight helmets and helms, and five sets of armor (two human, one dwarven, two elven, of chain, splint, or plate as desired) of no particular worth. The eight fur pelts on the bed are worth from 1,000 to 4,000 gp each. The containers in the room hold nothing but the personal gear (clothing, footwear, and bits of armor) of King Snurre. On the table are bits of carved ivory, some teeth of animals, bits of wood, and some stones (one of which is carnelian, worth 1,000 gp). Together these items serve the king as a divination device—quite worthlessly, of course.

Flaming jets of gas and a huge iron brazier full of glowing coals light the whole place in an eerie manner. The secret door to the north is very well concealed, and it can be located only 1 in 10 by magical means, never by such normal means as possessed by an elf, for example. (The same is true of the door to Area 8, but magical means locates it 1 in 4, as it is not as well concealed and is only 1 foot thick). A projecting stone to the left of the secret door, 12 feet above the floor, is pushed in to cause the 4-foot-thick portal to pivot to form an opening 4 feet wide on either side, and 10 feet high.

8. Cave

A 10-headed pyrohydra lurks to either the north (1-3) or south (4-6) if it hears any creature coming up the steps to its lair. It attacks by surprise 3 in 6 normally. It is very vicious, as the King beats it and torments it for fun, and hopes to take revenge on virtually any other living thing. It attacks by biting on the first attack with as many heads as possible. It will breathe fire for 10 points/head, and 1-10 heads will breathe in a single round, though any one head may only breathe twice per day.

Pyrohydra: HD 10; hp 8 per head; THAC0 10; Dmg 1-10 each; XPV 2,320

9. King Snurre's Treasure Cave

There is a chimney up the southeastern wall. The cave is filled with a pile of 28,000 cp, three mounds of 4-16 worthless tapestries and furs, several dozen bales of valueless cloth, scores of various vessels and containers, and urns and vases of pewter and brass and bronze (plus 12 of silver and six of gold worth 200-1,200 gp each). There are also eight iron trunks, six chests, and five large coffers. Details of all are given below.

Each trunk is about 7 feet by 5 feet by 4 feet.
Each chest is about 5 feet by 3 feet by 2 feet.
Each coffer is about 2 feet by 1 foot by 1 foot.

The locks are large, rusty, and impossible to open by thieves' tools. They must be opened by Bend Bars attempts or *knock* spells.

Trunk #1: Locked, no trap. 72,000 sp.
Trunk #2: Locked, no trap. Empty.
Trunk #3: Unlocked, no trap. 60,000 cp, below which is a sack containing 11 pieces of jewelry (each worth 1,000-10,000 gp).
Trunk #4: Unlocked, trapped; blade in lid chops down (THAC0 10, Dmg 3-24; if misses, ruins 2/3 of treasure). 3 cubic feet of silk, worth 3,000 gp per cubic foot.
Trunk #5: Locked, no trap. Eight pieces of rare wood inlaid with mother of pearl, each worth 1,000 gp. (Each is the size of a footman's mace.)
Trunk #6: Unlocked, no trap. 13,000 ep.
Trunk #7: Locked, no trap. 12 fine ivory tusks each weighing 2,000 gp and worth 1,500 gp each.
Trunk #8: Unlocked, trapped; 9 large *invisible* asps (hp 6 each, save vs. poison at +2), six pieces of jewelry (*invisible* until touched) worth 1,000-4,000 gp each.
Chest #1: Unlocked, trapped; gas trap of *weakness*, forms a cloud of 10' radius. Empty.
Chest #2: Locked, no trap. Rocks only.

Chest #3: Unlocked, trapped; squirts acid (12 feet forward, 3 feet wide) when the chest is opened (Dmg 3-12, save for all equipment), 12 potions and eight scrolls, determined at random, but no *poison*, *delusion*, *cursed*, or otherwise harmful items.

Chest #4: Locked, trapped; spike trap (four forward, four backward, all four sides; 15' range, THAC0 10, Dmg 2-12 each), 17,300 gp.

Chest #5: Locked, no trap. Empty.

Chest #6: Unlocked, trapped; contact poison on lock and handles (save at −6 or die). One black cloak, one pair of black boots, (man-sized), give 75% chance to be invisible/move silently in dungeons.

Coffer #14: Locked, trapped; poisoned needles shoot inward from sides when treasure is lifted; 25% chance of hitting any body part put inside, 72 gold rings worth 20 gp each; #4 is *ring of protection +3*; #8 is *ring of contrariness*; #21 is *ring of commanding water elementals*; #26 is *ring of delusion* with contact poison inside (die, no saving throw); #56 is *ring of three wishes*.

Coffer #2: Locked, no trap. 1,000 cp, under which are 1,325 pp.

Coffer #3: Locked, no trap. Packets of leaves and seeds and husks (hot spices worth 9,000 gp for the lot).

Coffer #4: Unlocked, no trap, 7 highly crafted carved statues, of unknown mineral and workmanship. Each strange idol brings a (cumulative) −1 curse to its possessor when it is carried, the curse affecting all hits, damage, saves, *etc.* All the idols radiate magic and a dim evil force.

Coffer #5: Locked, no trap. 500 gems of good size and appearance (worth 1 gp each), then 266 average gems (worth 10 gp each), then 39 small but fine gems worth 1,000 gp each.

10. Arsenal Complex

Two fire giant guards are always at the ready here. If summoned or attacked, they bring the chimera at Area 11, if they can. Each giant has a spear, sword, and three throwing rocks at hand. There are torches to provide light and a bench in the place.

Fire Giants (2): hp 60, 57; XPV 3,660, 3,612

A. This wing contains 30 huge swords, two ballistas, 44 spears, 18 throwing hammers, six maces, nine great axes, and a quantity of giant-sized throwing boulders. Hidden in the far southwestern corner under the spears is a *longbow +1* and a quiver of 20 *arrows +1*.

B. This wing contains another supply of stones for use as missiles, 11 massive clubs, 17 fire giant helmets, three chain shirts, and 17 studded leather jacks—all armor for giants, of course. There are also 17 giant-sized shields here; one is a *shield of missile attraction −2*, 8 big barrels of oil are stored at the southern end of the place.

11. Chimera Pen

The fire giants keep a large chimera here. This creature will attack on sight, as it hates everyone except fire giants. It has no treasure.

Chimera: hp 55; XPV 1,660

12. Advisor's Chamber

Eight gnoll servants/bodyguards are lounging here, for they obey only the commands of the Advisor or the King or Queen. The Advisor is a grossly fat but very strong and quite fast renegade mountain dwarf named Obmi. He is in his spartan study, room A.

The chamber contains a mixture of small, medium, and large furniture. There is a small table, a plush chair with a footstool, and a couch in small size. There is a long table, two benches, two chairs, and 12 chests sized for man-like creatures. There are four huge chairs, a table, and a footstool sized for giants. There are rugs on the floor, tapestries on the walls, and bronze cressets with flaming

torches. The chests contain the bedrolls, personal gear, and the treasure of each gnoll (200-800 gp each). Chests #3, #8, #19, and #12 contain bottles of wine and spirits and are locked.

Gnolls (8): hp 15, 14, 13, 12, 12, 11, 11, 10; XPV 420 for all

A. The door to this study appears to be locked from the outside. Obmi is here at work on the problems besetting his King. He has been Snurre's advisor for 25 years, spending 5 years as a slave before that. He is armed only with a dagger hidden in his boot, hard at work on several scrolls on the plain wooden desk in the room. There is a case against the north wall which contains various maps, scrolls, *etc.*, all written in fire giant or dwarvish. He uses a plain wooden box as a footstool, and it seemingly holds old clothes of his, but in a false bottom are hidden 92 gems—two diamonds (5,000 gp each), eight opals (1,000 gp), 13 aquamarines and 10 topaz (500 gp), 12 amethysts, 13 spinels, and 16 tourmalines (100 gp), and two bloodstones, three citrines, eight onyx, and five zircons (50 gp). Also in the cell is a rude wooden pallet on which he rests occasionally.

If Obmi hears noise in the outer area, he uses a peep hole in the door to watch, and if the intruders (PCs) are winning he yells for them to help him. He claims that the giants have held him (a prince!) captive for 10 years, trying to trick information out of him when torture failed, or to subvert his loyalty to dwarfdom. He further claims that several humans in black robes aid the giants in their questioning. Finally, he asks to be allowed his armor and weapons in order to gain sweet revenge upon Snurre, for he knows exactly where the King will be! If disbelieved and worst comes to worst, Obmi bolts for room B, bars the door, and equips himself as quickly as possible.

Dwarf Obmi (at present): AL CN; Level 9/11 Fighter/Thief; hp 79; MV 9"; AC 9; armored); base THAC0 12; #AT 1; Dmg 1-4 (dagger); XPV 8,980
S 18/94 I 18 W 18 D 16 Co 17 Ch 16

If equipped with items from area B: AC −2 *(plate +2, shield +2)*; THAC0 9; Dmg by weapon *(axe +1* 2-7, *hammer +3* 4-7); SA *gauntlets of ogre power*; SD *ring of invisibility* The THAC0 figures should be adjusted for ability score and magical weapon bonuses.

B. In this chamber, Obmi has a soft bed, a small stand, a table and chair, a cabinet, two iron chests, an arming rack, and stores of food and ale. His *plate +2* and *shield +2* are laid out on a rack near the door, and his *axe +1* and *hammer +3* are on the wall above. Underneath the armor are his *gauntlets of ogre power* (+3 to hit, +6 damage). His *ring of invisibility* is on the small stand near his bed. Chest #1 contains 8,493 gp. Chest #2 holds 904 pp, a silver ewer and silver bowl, each set with nine red garnets (100 gp each) and three violet garnets (500 gp each). The bejeweled silver set is worth 6,000 gp intact.

Upon entering the room, Obmi palms the ring, dons the armor (2 rounds), puts on the gauntlets (1 round), thongs the axe to his belt (1 round), hefts the hammer and holds the shield (1 round). At first opportunity he will attack the party and raise a hue and cry for help, but he will do so only when he knows help will be able to come. Obmi knows a bit about the drow, and he will bargain that, or anything else, to save his life. If faced with no quarter to be given, he will fight to the very end.

13. Council Room

The King and his council meet here, but the place is now empty. There is a long table and five great chairs around it. Against one wall is a stepped platform with a small chair beside it. There are hides covering parts of the polished black floor, and rude tapestries adorn the walls. There are several torches in the room, but none are lit.

A. Within this alcove is a table with a flat chest upon it. If the chest is lifted or moved, six poisoned arrows shoot from the north wall, striking at the same hit probability as do fire giants, and inflicting 2-8 points of damage. The arrows strike the south wall and shatter if they miss interposing creatures. The chest is locked and full of stones. There is a map of the area hanging on the wall. There are large chests against both the north and south walls, the northern one filled with 8,438 sp, the southern one with 4,188 gp and six bone batons with runes of fire giant upon them. Each is a pass saying: *"Official Business On Behalf Of KING SNURRE THE FEARSOME."* Both chests are locked, of course.

B. Four extra chairs are stored in this alcove, and a huge cabinet holds 83 scrolls and 367 pieces of paper or parchment. Most are worthless, but the 68th scroll tube contains a set of instructions for the King, telling him to gather forces of hill, stone, frost, and fire giants, along with whatever strength he can raise in ogres, ogre magi, cloud giants, and any other creatures for an all-out attack on the provinces to the east and northeast. The scroll promises powerful help from drow. It is signed "Eclavdra." The papers are message copies to and replies from various types of giants and others already mentioned above. One says: "The fire giant of stone left and left elbow," in dwarf.

14. Door Guard

Two fire giants with swords stand guard here at all times.

Fire Giants (2): hp 58 each; XPV 3,628 each

15. Kitchen

This place is typically filled with busy workers: a fire giant matron who is huge and fat; four fire giantess servants; and 12 gnoll thralls. There are benches, counters, a table, several stools, three cupboards, various bins and barrels, and miscellaneous kitchen gear around the place. The area to the east is a natural fire pit, where flaming gases are used to roast whole creatures. The circle to the northwest indicates where a 6-foot diameter chute goes down to the lava pool on dungeon level 2. It is slippery and greasy from garbage, and it empties 2 feet above the lava. The servants and gnolls will fight only under the direction of the matron.

Fire Giant Matron: HD 11 +3; hp 60; THAC0 10; Dmg 5-30; XPV 3,660
Fire Giantesses (4): hp 44, 40, 39, 37; XPV 3,016, 2,960, 2,946, 2,918
Gnolls (12): hp 14, 12, 11, 11, 11, 10, 10, 9, 9, 9, 9, 8; XPV 582 for all

16. Storage Chamber

This place is jammed full of barrels of ale and mead, boxes, sacks, hampers, smoked sides of meat, smoked fish, cheese, sausages, *etc.* There are smaller boxes of salt, and spices (worthless hot peppers) in a copper container. There are tuns of wine and casks of beer near the door. Heaps of hard bread are everywhere.

17. Guest Chamber

The doors to this room are closed on the outside by a great bar, as King Snurre does not fully trust the three rakshasas who are the guests therein. Naturally, the party entering will see the three creatures as inoffensive and/or trustworthy types. There are four beds, two tables, two chairs, two stools, two wardrobes, three chests, and a foot stool (in reality a chest with an *illusion* cast upon it), rugs, tapestries, and flaming torches in the place. There is no apparent treasure in the place, but each rakshasa carries 100 to 400 gp and two to twelve 100 gp value gems. The disguised chest holds a jeweled sceptre worth 10,000 gp, four potions *(ESP, extra-healing, invulnerability, undead control)* and a scroll of five cleric spells *(detect lie, true seeing, continual darkness,*

cure critical wounds, symbol of persuasion).

Rakshasas (3): hp 40, 39, 36; XPV 1,745, 1,737, 1,713

18. Barracks

Currently only six fire giants are housed here. They typically lounge around sharpening weapons and telling lies about their abilities. There are eight cots, eight stools, and eight hampers in the place. Each cot is heaped with skins. The hampers contain the giant's personal gear. Pegs on the wall hold their bags and cloaks. There are five clubs, three axes, six spears, and six shields scattered about. The place is lit by flaming gas jets. There is no treasure around, but one of the clubs is hollowed out to hold the boys' party fund: 149 pp, 271 gp, 160 ep, 233 sp, 184 cp, and 31 gems worth 100 gp each.

Fire Giants (6): hp 62, 59, 57, 54, 53, 50; XPV 2,700 + 16/hp each, 21,560 for all

19. Giantess' Quarters

Eight fire giantesses make this room their home. This torchlit chamber has 12 cots, eight stools, eight boxes, a table, a bench, and pegs with various garments and the like. Each giantess wears one to three pieces of silver jewelry worth 100-400 gp each, but worth only 10% of that if damaged.

Fire Giantesses (8): hp 45, 43, 41, 41, 41, 40, 40, 38; XPV 2,400 + 14/hp each, 23,806 for all

20. Communal Quarters

Five giantesses care for 15 young giants and giantesses here. All have weapons (kids' toys for the youngsters) and will fight. There are six cots and 12 bunks along the walls. In each wing is a bench, three chairs, six stools, one long table, and various boxes, hampers, and cupboards. The only treasure in the place is the giantesses' gold jewelry: each wears one to three pieces worth 200-800 gp each, or 10% of that if damaged.

Fire Giantesses (8): hp 50, 47, 43, 41, 39; XPV 2,400 + 14/hp each, 15,080 for all
Fire Giant Young (15): hp 33, 31, 30, 30, 28, 27, 26, 26, 25, 25, 22, 21, 19, 17, 16; XPV 475 + 8/hp each, 9,925 for all

21. Entry Hall to the Kennels

Six young hell hounds scuffle and play hereabouts. They are part of the pack at area 22, and will flee to there by the safest route if threatened.

Hell Hounds (6): HD 5; hp 30, 27, 26, 24, 22, 21; THAC0 15; XPV 4,200 for all

22. Kennel Chamber

Four large and two medium hell hounds are here. If the young at area 21, are attacked and yelp, the six beasts will split into two groups, half circling southwest, and the other half circling south and then west. They love their handler at area 23. They have no treasure.

Hell Hounds (6): HD 7 (hp 47, 45, 42, 40) or 6 (hp 37, 34); THAC0 13; XPV 8,693 for all

23. Kennel Keeper's Quarters

Here dwells the Keeper and his wife. These fire giants will rush to the aid of their charges if they hear a commotion outside. Each has a sword and club. Due to their size and strength, the Keeper's wife fights as a male, and the Keeper gains +1 to hit and +3 to damage.

The Keeper's chamber contains a large bed, a table, two chairs, a bench, a chest, a cabinet, three barrels (beer and ale), two buckets, and a crate (dried meat for the hounds). There are torches burning. Pegs hold wearing apparel and two bags. The second bucket has a false bottom which holds 199 pp and 68 gems worth 50 gp each. There is a shield, axe, and four *javelins of lightning* on the wall to the north. There are hides and pelts on the floors and walls. A number of skins and furs are heaped on the bed and bench. One of the six on the bench is a *hell hound cloak* which allows the wearer to appear to all observers as a hell hound and if it is worn for three full turns the wearer gains the abilities of a 7 dice hell hound. If it is worn for 8 consecutive hours, the wearer becomes a true hell hound, and remains such forever. This magical pelt is used to wrap a cursed *longsword −2*. There are three other hell hound hides in the chamber, all quite normal.

Hound Keeper (fire giant): hp 68; THAC0 8; Dmg 8-33 (5d6 + 3); XPV 3,788
Fire Giantess: hp 59; THAC0 9; Dmg 5-30; XPV 3,226

24. Guard Post

Two fire giants are on duty here at all times. Each is armed with sword and spear and has four boulders nearby. An iron cylinder near the north wall is struck to sound the alarm if intruders are seen.

Fire Giants (2): hp 59 each; XPV 3,644 for each

25. Barracks

Eight fire giants are loafing and gaming here. There are 10 cots, 10 chests, a table, two benches, four stools, and a large wardrobe about the place. There are several pegs here and there, and they hold cloaks, capes, shields, and five bags. There are only worthless giant items in the chests and other containers. The guards here have swords and spears. The largest fights with a *battle axe +3* (man-sized) after throwing his spear. There are also 21 boulders in the place. The easternmost of the three pillars has a secret door and contains 7,842 gp and three pieces of gem-studded jewelry worth 1,000-8,000 gp each.

Fire Giant (1 large): hp 73; THAC0 7; Dmg 8-33 (5d6 + 3); XPV 3,868
Fire Giants (7): hp 65, 58, 56, 55, 55, 54, 51; XPV 2,700 + 16/hp each, 25,204 for all

Encounter Key: Level Two

Wandering Monsters

Encounter occurs 1 in 10; check each turn.

1. Two fire giants and two fire giantesses out for a romantic stroll
2. Two trolls escorting three hill, two stone, or two frost giants
3. Four trolls with 4-16 gnolls (armed)
4. Drow Istorvir (see below) with 2-8 wererats

Male Drow (Istorvir of House Tormtor): Level 7/7 Fighter/Magic-User; hp 40; MR 64%; AC 3 *(chain +1*, shield); THAC0 15; #AT 3/2; Dmg 2-7 (sword); SA/SD see special notes; XPV 4,760; Spells:
First Level: *charm person (x2), magic missile (x2)*
Second Level: knock, mirror image, web
Third Level: *lightning bolt, protection from normal missiles*
Fourth Level: *ice storm*

Encounter Areas

1. Hall of the Dead Kings

This dark hall contains 20 huge sarcophagi (lettered A-T) standing upright along the walls, and four even larger ones (lettered U-X) laying upon the floor. Those upon the floor are of stone, and U and V have stone likenesses of fire giants carved upon their lids, while W and X are blank. Those that line the walls are stone (A, B, C, F, G, H, J, O, P, Q), iron (D, E), bronze (I, K, L, M, N, R), and brass (S, T). All of them bear likenesses of fire giant kings and queens (13 kings and 11 queens respectively). Examination will reveal that these burial vaults contain only the remains of the king or queen, moldering gar-

ments, a few corroded weapons, and similar things. (Wererat grave robbers have taken anything of value long ago.) The secret tunnel in the southeast corner is about 2 feet in diameter. It twists and turns so that any person using it will lose all sense of direction. It exits on level #3 at area 2.

2. Ettin Guards' Chamber

The four ettins here are not on duty but generally serve as guards at level 1, area 2. Two are asleep and the other two are quite alert. Each is armed with a spear and *morning star +1*, although those sleeping have their weapons to the side. The chamber has a rude table, a bench, two stools and four cots. Torches light up the place. There are nine pegs holding clothing and six bags. In the far corner is a hamper with six sacks of coppers, each sack holding 5,100 to 5,800. This is the ettins' accumulated pay.

Ettins (4): hp 53, 49, 48, 46; THAC0 10 (spear) or 9 (morning star); Dmg 2-16 (spear) or 4-19 (morning star); XPV 1,950 + 14/hp each, 10,544 for all

3. Visitors' Chamber

This room houses four stone giants who have been working for the King as engineers. Each has a club, and there are also 11 boulders in the place. The room is torchlit and contains four cots, four stools, four lockers, a table, a big barrel of beer, and pegs holding clothing and four sacks. A haunch of meat is on the table along with various mugs and platters of tin. Each giant has 1,000-4,000 gp and 3-12 gems worth 100 gp each.

Stone Giants (4): hp 47, 45, 44, 40; XPV 1,800 + 14/hp each, 9,664 for all

4. Storage Room

This area has been cleaned out to serve as quarters for either five hill giants (armed with clubs) or Chief Nosnra of the Hill Giants, his wife Solka, and their cave bears Throatripper and Snookums. The latter are here if they survived the party's visit (Chapter 3).

In the former case the room will have five heaps of skins for bedding, a table, two benches, and two chests. In the later case the place will have two cots, two trunks, a chair, two stools, a table, and a coffer. Usual hill giants will have only 200-1,200 gp each. The Chief will have brought along whatever he could salvage and carry here. In any case the room is illuminated by four torches set in wall cressets.

Hill Giants (5): hp 46, 40, 38, 37, 36; XPV 8,364 for all

5. Community Quarters

In this large area are housed one leader (sergeant), three other males, six females, and eight young. There are two large beds, five cots, seven bunks, two large cabinets, two tables, four chairs, four stools, three buckets, four chests, six hampers, a crate, and three small boxes here and there. There are torches on the walls as well as pegs holding clothing and seven bags. Miscellaneous gear, eating utensils, and odds and ends are scattered about the place, too. Each male has 200-400 gp in his bag, and the females each have 100-300 gp hidden in their personal areas. All are armed with various weapons, even the young, and there are 20 throwing rocks in the chamber.

Fire Giants (4): hp 66 (sergeant), 60, 58, 55; XPV 2,700 + 16/hp each, 14,624 for all
Fire Giantesses (6): hp 53, 50, 47, 44, 41, 40; XPV 2,400 + 14/hp each, 18,250 for all
Young Fire Giants (8): hp 37, 36, 33, 28, 25, 23, 20, 17; XPV 475 + 8/hp each, 5,568 for all

6. Smithy

The sound of hammering, obviously of metal, occasionally is heard in this area. The hall outside this place is tinged a bloody red with the light from the lava bed and gas jets in the smithy. A knotty-limbed, burly fire giant is working here. He is the weapon and iron smith. His exceptional strength gives him +2 to hit and +4 damage. The molten lava is used to heat the items he works. With him are two trolls who serve as his assistants. About him are three giant swords, some various pieces of armor and several axe and spear heads. He is doing a bit of repair work on a special giant-sized *mace* of black metal which is a +4 magical weapon (Dmg 5-16/5-12). If he is attacked, there is a 2 in 6 chance per melee round that he will toss the mace into the lava bed and destroy it if the encounter is going against him.

Fire Giant: hp 70; THAC0 7; Dmg 9-34 (5d6 + 4); XPV 3,820
Trolls (2): hp 40, 38; XPV 970, 954

7. Torture Chamber

The steps lead down to this cluttered room with a 50-foot ceiling (which enables even very tall victims to be hung in chains well above the floor). Vision range is 15 feet in these murky depths. The King's Torturer and the Royal Headsman are playing knucklebones with stakes of seven pieces of jewelry (worth 1,000-4,000 gp each) and two piles of gems (68 worth 10 gp and 39 worth 50 gp each). The Headsman has his gigantic axe at hand, gaining +2 to hit and damage (but only when wielded by a creature as strong and massive as he). If he hits with a natural 20, roll 1d6; he severs an arm (1 or 2), a leg (3), or a head (4, 5, or 6). Damage from the weapon is 12-42 (10d4 + 2). The Torturer has a sword nearby.

If both Headsman and Torturer are engaged in melee, they react as follows. The Torturer will grab his opponent and attempt to throw him or her into the *iron maiden* (position shown by a circle A) and slam it shut (inflicting 10-100 points of damage and trapping the victim therein until released). This requires a hit score success (which indicates that the grab and hurl score were successful plus another successful hit score, this time at +4, to slam the device shut).

If closely pressed, the Headsman will grab and toss his opponent down the well (position shown by a circled letter B), thus inflicting 9d6 of damage (but modified by discarding any 6 rolled, as the water 90 feet below breaks the fall, so actual damage will range from 0 to 45) and trapping the victim, possibly to drown. The Headsman does this on any hit. The Torturer will likewise follow his course of attacking, tossing as many victims as possible down the well until the room is cleared of opponents. The Headsman will generally use his axe.

The stairway and the torture chamber are lit by torches. The chamber contains a large rack, a smaller one, and five other pieces of appropriate equipment, in addition to the iron maiden and well. Various chains, bats, irons, whips, ropes, wires, and the like are festooned about it. A table, two chairs, a stool, and a large barrel of ale complete the picture.

Fire Giant Headsman: hp 63, THAC0 9; XPV 3,708
Fire Giant Torturer: hp 59, THAC0 7, Dmg 12-42 (with axe); XPV 3,644

Cells

All cells are indicated by a C, and G is the guardroom for the cell complex. Cells have rings set in the walls, chains, buckets, and straw heaps.

1c. Shallaria, an Elven female for sacrifice in the Temple of the Eye (normal elf, hp 8), is here. She is of highly noble birth and will send her rescuers 10,000 gp, 20 *arrows +1*, an *arrow of giant slaying*, and a set of *cloaks and boots of elvenkind* if she escapes. The reward will come from 1-2 months after she leaves to return home. She will wish to depart as soon as possible, and has no desire to confront the drow, who her legends say are vile, perverse beings that once were elves.

2c. Eight male elves meant for sacrifice in the Temple. They are normal elves only, and will follow the princess.

Elves (8): AL CG; INT High; SZ M; MV 12″; AC 9; HD 1+1; hp 7 each; THAC0 18; #AT 1; Dmg by weapon; XPV 34 each

3c. Androcor, a merchant being held for ransom. He is a normal human (hp 6), and he cannot pay.

4c. Empty cell. There is a one-way invisible door at the back of this cell which opens only with a key held by the drow at area 12.

5c. Two noble centaurs, Sedgar and Chaunsleaf, imprisoned and bound for torture and execution. They will offer at least minimal help to any who free them.

Centaurs (2): hp 30, 27; XPV 205, 193

6c. Empty cell.

7c. Three gnolls punished for insubordination. One of them is dead.

8c. Empty cell.

9c. Troll being used for torture practice, as it was disliked and caused trouble. It is mindless and enraged, so it will attack instantly given a chance, but it otherwise sits motionless.

Enraged Troll: THAC0 12; hp 36; Dmg 6-9/6-9/3-13; XPV 938

10c. 7 gnolls caught stealing gold. They will not help any creature and if freed they will simply run away as fast as possible.

Gnolls (7): hp 14, 13, 13, 12, 11, 11, 9; XPV 362 for all

11c. 2 (inanimate) human skeletons.

12c. Gareth, a female human thief chained to the wall. She will gladly admit to being a thief caught trying to find the King's treasure room, and volunteer to aid the party faithfully for a chance to escape. If opportunity presents itself, she will heist as much in gems and magic as she can and then slip away, but until then she will actually help the party. Of course, during this time she will be casing each character to learn what he or she carries.

Human, Gareth: AL N; Level 11 Thief; hp 61; MV 12″; AC 9; THAC0 16; #AT/Dmg By weapon (currently unarmed); XPV 3676
S 15 I 15 W 8 D 18 Co 16 Ch 17

13c. Boldo, a fire giant, hangs here in chains as punishment for failing to be properly deferential to Snurre. Boldo was the King's chief lieutenant, and he will do anything to get back into Snurre's favor. He will happily lie to the party and tell them he is here because he tried to prevent Snurre from taking his current hostile course, and if he is free he can get several other fire giants to aid them in overthrowing and slaying the King. Boldo will betray them at his earliest opportunity. He is quite bright and he will not be rash.

Fire Giant, Boldo: hp 82; XPV 4012

14c. Kendar, an unfortunate titan, is chained and drugged here. He is able to employ clerical spells of up to 6th level when conscious. If he were aware, he would help any party to destroy the inhabitants of this place, although he would certainly not mind seeing evil characters in any party die also. Only a *neutralize poison* spell will remove the drug from his system before 12 hours time (when it will be naturally eliminated). The titan's quarrel is with the Snurre and his minions, and he cares little for the Dark Elves once they are driven back below the surface.

Titan, Kendar: AL CG; INT Genius; SZ L; MV 15″; AC −1; HD 20; hp 126; THAC0 7; #AT 1; Dmg 7-42; SD become *invisible*, 2/day *levitate*, *become ethereal*; XPV 25780; Spells:
First Level: *command, light*
Second Level: *hold person, know alignment*
Third Level: *dispel magic, flame walk*
Fourth Level: *detect lie, protection from evil 10′ radius*
Fifth Level: *raise dead, true seeing*
Sixth Level: *heal, word of recall*

G. One fire giant and three wererats (in humanoid form) are conversing in this guardroom. The giant has his sword, a spear, and two boulders nearby. Each wererat has a *shortsword +1* (no alignment, abilities, *etc.*; these are black metal drow-made weapons) and (normal) dagger. The room is torchlit, and in it are a table, chair, stool, bench, and several kegs. On the walls are pegs holding a bag, a cape, a shield, keys to the cells, and a shirt. Keg #1 holds small beer, #2 holds water, and #3 holds mead. A smaller keg on the table holds excellent wine (and also the drug which stupefies the titan with a mere quart or so...). There is a loose stone in the floor to the east of the door. It hides a cache of 321 ep, 608 gp, and 212 pp. The guard wears a brooch on his cloak which is set with six gems (50 gp each) around a black pearl (500 gp). (He knows nothing of the secret tunnel to area 8).

If the encounter seems to be unfavorable, the wererats will turn into rats and escape down the drain at point X, thus alerting the drow. If this happens, the drow will never by surprised by the party. The secret door to the east opens into a passage about 1 foot wide and 1 ½ feet high. It is rough, and a man an armor could not hope to pass along its length. Even a halfling would have to worm down it.

Wererats (3): hp 22, 19, 18; Dmg 2-9 (Drow *sword +1)*; XPV 238, 234, 230
Fire Giant: hp 58; XPV 3,628

8. Secret Room

This place is pitch dark and the lair of seven wererats armed in the same manner as those in the guardroom above. The strongest has poison on his dagger, and #3 and #7 use poison on their swords. They will gain either surprise (1-3) or complete surprise (4-6) unless the darkness is countered *(light, detect invisibility, etc.)*. If the encounter goes badly, survivors will flee down the stairway to level #3, area 15, and warn the drow.

In the secret room are three very heavy iron chests, all locked, and each has a poisoned needle in the latch which hits on a 12 or better. Chest #1 holds 3,200 gp, seven pieces of jewelry worth 1,000-4,000 gp each, and nine pieces worth 1,000-10,000 gp each. Chest #2 contains 8,000 gp, a *potion of poison*, and a scroll of *protection from lycanthropes*. Chest #3 fires two poisoned darts upwards when the lid is opened (THAC0 16, save at −1). The chest is empty, but an invisible inscription is written inside the lid, and it shows where a stone in the stairs down can be removed to reveal a *ring of shooting stars, a rod of cancellation*, a scroll of seven cleric spells (determine at random), and six potions *(diminution, healing*, and four randomly determined). A very well-hidden compartment in the lid of the box holding the potions holds *pipes of the sewers.*

Wererats (7): hp 24, 21, 19, 18, 16, 15, 14; Dmg 2-9 (Drow *swords +1*) + optional poison; XPV 150 + 4/hp each, 1,558 for all

9-11. Temple of the Eye

Illusionary walls screen this area. This place is illuminated by a strange swirling light which seems to be part of the very air of the place. Eddies of luminosity drift and swirl here and there, causing the whole scene to be strange and uncertain. Distances and dimensions are tricky to determine in the shifting light of rusty purple motes and lavender rays. Globs of mauve and violet seem to seep and slide around. The ceiling of the Temple is out of visual range, 50 feet at the lowest, and well over 65 feet where it vaults upward.

9. Giants' Worship Area

Each pillar radiates a sense of *unease and insecurity* (simulate this by making players uneasy in whatever way you find best) in a 5′ radius. The wall to the west is a mural showing giants bowing to a cairn of black offering sacrifices, giving gifts, *etc.* The floor on this side of the column in the center is of porphyry, the pillars of serpentine, and their well-polished surfaces clash with each other and the strange light as well. The scenes on the west wall grow more horrific, showing human and giant sacrifice near the altar (north) end.

10. Servants' & Thralls' Worship Area

The polished floor of red and black hornblende seems to flow between the obsidian pillars which close off this area. Each of these pillars radiates mild *fear* in a 2′ radius, and if one is touched, the creature contacting it must actually save versus *fear* or run away in absolute panic. Anyone passing between two pillars takes 2-8 points of electrical damage, or double that if wearing metal armor. The wall to the east shows a scene of various creatures crawling, then creeping, up to huge, vaguely squid-like creatures with 10 hairy tentacles. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, gnolls, orcs, trolls, halflings, ogres, goblins, *etc.* amongst the crowd. Those near the monsters are being torn apart and eaten as dainty morsels. There are 3 of these ghastly things, mottled in various shades and tints of purple and violet.

11. Priest's Area

The north wall of cloudy purple stone shows an amber-like inlay of a huge inverted triangle with a Y enclosed in it and touching the sides of the triangle. Beneath this, hanging on chains from the ceiling, is a black metal triangle and cylinder. The first tier of the area is of black stone shot through with veins of violet. The second tier is of dark gray stone, with specks of lilac and orange and purple. The third tier is dull black stone with whorls of plum and lavender and splotches of red. There is a great drum of blackened skin and chitinous material on the western third of the first tier. On the eastern third of this tier stands a rack from which depend nine silver cylinders. (These chime tubes are hollow and are worth 1,000 gp each.)

On the second tier is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. To either side of it are ranked large bronze braziers whose corroded green coloration is particularly nauseating in this setting. To the left and right of these braziers, set in triangular form with the point to the south, are two sets of three candelabra, each candelabrum having three branches. These are made of bronze green with age, and each branch holds a fat black candle which burns with a flame of leaping lavendar and deep glowing purple but never grows smaller.

Nothing save the metal triangle stands upon the third tier.

If the altar stone is touched by living flesh or hit, it will begin to fade in color, and in 3 rounds it will become a translucent amethyst color with a black, amorphous center. Any further touch when the altar is thus transformed will paralyze a creature touching it for 5 to 20 turns. If the drum is beaten, the chimes rung, and the triangle struck while the altar is changed, a glowing golden eye will swim into view from the stone's writhing center. Roll 1d12 to determine the fate of each creature seeing the eye:

1d12	Effect
1	Death
2	Insanity*
3	Rage* (attack own party)
4	Fright and weakness* (50% strength loss)
5	Age 1-20 years
6-12	No effect (looked away in time)

* Curable by a *remove curse* spell

If the three tentacle rods (see area 12 hereafter) are present when the eye appears, however, and the braziers are lit, the alter becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle will come out of the altar and grab the nearest living creature, draw it into the stone, and whatever it was will be totally gone, destroyed. The altar will return to its dead state, and atop of it will be the thing most wished for by the party—or something which will enable them to attain the end or state they most desire (that is, help in locating and fighting drow who follow Lolth). If a second summoning of this Elder Elemental God is made within the same day, it will act as follows:

1d12	Result
1	Seize and devour 1-4 more creatures and not grant any desires
2	Strike everyone present totally blind and not grant any desires
3	Raise the ability score of each person present by 1 in each category and take no sacrifice
4-12	Ignore the whole thing

The large pillar in the east on the first tier is of malachite and is covered with graven signs and sigils. If the correct pair are touched, the creature touching them will be transported to level 3, area 18. (You should devise the 24 glyphs upon this pillar and select which two are the trigger mechanisms.)

12. Drow Clerics' Area

The entrance to this area is protected by a powerful magic spell, a *wall of tentacles*, through which drow can freely pass. It appears as rough brown-purple stone. The *wall* can only be harmed by magic weapons or the following spells: *dispel magic* (removes 50 hp), *disintegrate* (destroys 100 hp), or *symbol of persuasion* (which allows all those of the same alignment as the caster to pass through unharmed). The *wall* has 20 tentacles (able to use up to four against a single opponent) and two beaks. If any non-drow touches the *wall*, it grasps the victim and sets off a hissing and champing noise to alert the occupants of the chamber beyond it. If the thing is forceably attacked and damaged, it then uses its tentacle attacks for damage. If attacked by any spell or spell-like magic (*e.g.* wand), or if reduced to 99 or fewer hit points, the *wall* creates *darkness 20′ radius* and starts biting with its beaks if any creature comes or is brought close enough. (Note that the darkness is only produced on the intruders' side of the *wall*.

Wall of Tentacles: AC −2; HD 10 (hp 200); THAC0 10; #AT 22; Dmg 1-20 (x20 tentacles)/1-10 (x2 beaks); SA poison beaks; SD *darkness 20′ radius*, spell immunity as described above

The inner chamber is lit by sconces with the same non-self-consuming black candles as are in the Temple, so the illumination is dim and eerie. The walls are hung with purple cloth, and the floor is thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with the floor thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with orange, gold, lilac, and mauve. There are three drow herein.

The antechamber is the quarters of two lesser priests. In it are two low black couches, each inlaid with silver. To one side is a round table and two arm chairs. At the foot of each couch is a low table with a basin and ewer of jasper (the set worth 3,000 gp). There are small stools and enameled coffers also. Two chests hold personal effects. A huge wardrobe of ebony contains the clerics' vestments—two black underrobes, two mauve cassocks, and caps and sashes of black with mauve embroidering. Coffer #1 holds a scroll with a cleric spell (*word of recall*) and three bars of black metal (adamantium, worth 3,500 gold pieces each) which weigh 100 gp apiece. Coffer #2 contains 100 of each type of coin, each type in

its own black leather pouch, and a pouch of 100 gems worth 50 gp each. A copper brazier near the door gives off an incense smoke which is sweet, cloying, decaying-smelling, disgusting and euphoric all at once.

The inner room is the sanctuary of the priestess. It is candle-illuminated, although two small braziers of black and silver are burning also. The walls here have certain tapestries of suggestive nature. The furnishings include a large bed, two small tables, three coffers, a buffet, a cabinet, a large wardrobe, two divans with a low chest between them, a dressing table and chair, a large silver mirror (worth 500 gp), two hampers and two chests. All furnishings are of ebony or black stone. Silver inlay is typical.

The wardrobe holds various garments and the priestess' vestments of mauve, black and plum, stitched with gold. This garment is set with 10 violet garnets (500 gp each), 10 topaz (500 gp each), 10 black opals (1,000 gp each), and 10 oriental amethysts (1,000 gp each). It is covered with a plain black wrapper to protect it. On the dressing table are two combs, a brush, four pins, and 10 unguent and cosmetic jars. These items are of onyx and silver, set with tiny gems. Each is worth 200-800 gp.

The chests and hampers hold the priestess' personal effects. The buffet and cabinet hold eating utensils, jars of spiritous liquors, tableware, *etc.*

A coffer on the low chest between the divans has a poison gas trap (fills the whole area) and contains a scroll of three spells *(gate, unholy word, restoration).* A coffer near her bed contains six potions (*fire giant control, human control, philter of love, philter of persuasiveness, poison, polymorph (self)*). Beside her bed on a small table is an ewer, basin, and goblet made from lapis-lazuli (each is worth 5,000 gp). A small screen of ebony, inlaid with amber (worth 1,500 gp) sets off a dressing area in the southeast corner near the wardrobe, where a lowbacked chair stands with a gown thrown over it. This effectively hides the use of the secret door.

The drow clerics in this inner chamber are as follows. They speak all of the giant tongues, and troll and gnoll as well. Each wields a *tentacle rod*, fully detailed in Appendix B.

Amalica, a male drow cleric, is clad in black with violet trim. He is armed with a lesser *purple tentacle rod* (4 feet long with three rubbery purple tentacles). The rod is activated by the ring he wears, which is of hematite with a rune carved on it (500 gp value).

Orgoloth, the second male drow cleric, wears a black robe with pale green trim. He has a ring similar to Amalica's, and wields a lesser *russet tentacle rod*. Though of the House Eilserv, he is secretly in vassalage to Neldyne (area 16 of level 3), and has orders to gather information on Eclavdra's actions.

Eclavdra is a strangely attractive female drow dressed in silver-embroidered black garments, with a small black metal cap which allows her silver hair to float free. She is the primary motivating force behind the entire giant uprising. She has a mace on her belt, and wears a ring of amber set with an amethyst (worth 2,500 gp) to control her greater *purple tentacle rod* with six violet arms.

Amalica of House Eilserv: Male Level 4 Cleric; hp 24; AC 0; THAC0 18; #AT 1; Dmg By weapon; XPV 476; Spells:
First Level: *cause light wounds, darkness, fear* (x2), *resist cold*
Second Level: *chant, hold person, silence 15′ radius, snake charm*
Equipment: *chain +1, shield +1, purple tentacle rod* (THAC0 13, #AT 3, Dmg 3 each; if all hit, double damage and *slow* 9 rounds)
S 9 I 17 W 16 D 16 Co 15 Ch 15

Orgoloth of house Eilserv: Male Level 4 Cleric; hp 24; AC −1; THAC0 18; #AT 1; Dmg By weapon; XPV 476; Spells:
First Level: *cause light wounds* (x2), *curse, fear, resist cold*
Second Level: *chant, hold person* (x2), silence 15′ radius
Equipment: *plate +1, shield +1, russet tentacle rod* (THAC0 13, #AT 3, Dmg 3 each; if all hit, *total weakness* in one arm for 9 rounds)
S 10 I 12 W 16 D 17 Co 10 Ch 15

Eclavdra, Ruler of House Eilserv: Female Level 10/10 Cleric/Fighter; hp 60; MV 12"; AC −8; THAC0 12; #AT 3/2; Dmg By weapon; XPV 17,850; Spells:
First Level: *cause light wounds, curse, darkness, fear, resist cold* (x2)
Second Level: *hold person* (x2), *know alignment, silence 15′ radius* (x2)
Third Level: *blindness, cause disease, dispel magic, prayer*
Fourth Level: *cause serious wounds, cure serious wounds, poison*
Fifth Level: *flame strike, true seeing*
Equipment: *chain +5, shield +3, mace +4, violet tentacle rod* (THAC0 7, #AT 6, Dmg 6 each; if 3 hit, *numbs* for −4 to hit for 3 rounds; if all 6 hit, *numbs* for 6 rounds and permanent −1 Dexterity)
S 14 I 18 W 17 D 18 Co 10 Ch 18

13. Guest Chamber

If the Jarl of the frost giants survived the party's visit, he is here with his wife and two guards (posted by the door). The room is otherwise occupied by six frost giant messengers from the Jarl. The place is only dimly lit by a few torches. There are eight cots, a long table, two benches, two chairs, three stools, two buckets, six chests, a large box, and a cabinet in the room. There are hides on the floors and pelts on the cots. Pegs hold clothing and several bags (2-5). Each giant has 100-400 gp. The Jarl has whatever loot he managed to salvage from his former stronghold.

Frost Giants (6): hp 61, 59 (guards), 58, 55, 52, 49; XPV 2,250+ 14/hp each, 18,844 for all

14. Guest Chamber

Two cloud giants, a noble and his lady (?) from the Sulhaut Mountains, have come to hear King Snurre tell why his warfare will profit them, and make them powerful. The giants have two spotted lions as watch-animals at the door. The male has a ring coat (AC 1) and both have great morningstars and throwing boulders nearby. The female wears a thick fur garment which makes her AC 2. The chamber contains two very large beds, two wardrobes, two small tables, a large table, two chairs, two stools, two buckets, a cabinet, a bench, and four chests. There are tapestries on the walls, rugs and hides on the floor, and furs on the beds. The place is torchlit. On the small table near the bed to the south is a platinum box set with moonstones and sunstones (value 5,000 gp). It holds 78 gems of various kinds (100 gp each), a present to them from the king.

Cloud Giants (2): AC 1 (male) or 2 (female), hp 78, 64; XPV 5,498, 4,774
Spotted Lions (2): hp 34, 30, XPV 504, 480

15. Trolls' Chamber

Eighteen troll guards nest here. Four of their number stay in the north passage, and four stay in the passage south. Each of their positions is shown by an X. The other 10 monsters remain in the large room. Each has a heap of sticks, bones, hide and skin scraps, and other nauseous material. Each has 10 to 100 gp hidden in their nest. There are dozens of various pole arms, morning stars, and swords heaped in the middle of the room. These may be used to arm the gnolls.

Trolls (18): hp 41, 37, 36, 36, 36, 35, 34, 34, 33, 31, 30, 30, 30, 29, 28, 26, 24, 22; XPV 650+ 8/hp each, 16,276 for all

16. Thrall Pen

Forty-two unarmed gnolls dwell here. Each has a heap of straw and a hide cover. Though not free, they will never help humans for any reason. They will gladly arm to fight intruders if given the chance.

Gnolls (42): hp 10 each; XPV 48 each, 2,016 for all

17. Thrall Pen

Twenty-eight unarmed gnolls dwell here. Their attitudes are as those in area 16.

Gnolls (28): hp 12 each; XPV 52 each, 1,456 for all

Encounter Key: Level Three

Level 3 is all natural, the tunnels and caverns showing no marks of being hollowed out except for the entranceway to the level from above and where the exit from the level is (beyond the River of Lava in the northwest corner). The areas of the level are dark and still. Only a few are lit, such as the lava cavern and where the fire giants have gathered at area 5. All passages are at least 15 feet high, small caves are 20 feet or so from the floor to ceiling vault, and large caverns are anywhere from 25 feet to 75 feet high (areas 7 and 19-20 should be treated as among the highest). A few patches of phosphorescent growth can be added, the light making it possible to see movement across it but not sufficient to illuminate an area. If the party were to remain still, they might hear water dripping and perhaps a far distant echoing of stone striking stone—but only a single occurrence. As is usual with natural areas, do not worry overmuch about describing direction of passages and walls of caves and caverns, let alone size and shape. Primitive mapping techniques under stress conditions would develop just about the same sort of chart as your players will when they explore this level...wretched, but sufficient to get from place to place. If they have made it this far, they do not need any help from the DM!

Wandering Monsters

Encounters occur 1 in 12; check each turn.

1. 3-12 wandering trolls
2. 2 fire giants and 2 hell hounds (HD 6, THAC0 13), patrolling
3. 4 male Drow watchers, 3 in 4 to pass the party unseen (see below)

Patrol Leader Calimar of House Eilserv: Level 7/6 Fighter/Magic-User; hp 42; MR 64%; AC 2; THAC0 14; #AT 3/2; SA/SD see special notes; XPV 4,188; Spells:
- First Level: *charm person* (x2), *magic missile*, *spider climb*
- Second Level: *knock*, *mirror image*
- Third Level: *lightning bolt*, *protection from normal missiles*

Equipment: *chain +1*, *shield +1*, *shortsword +1*, *dagger +1*

Drow Fighters (3): MR 54%; AC 3; HD 2; THAC0 19; SA/SD see special notes; XPV 65 + 2/hp
Equipment: chain +1, shortsword +1, dagger

Rooms and Areas

1. Cavern

Three ropers dwell here and conceal themselves amongst the natural stalagmite formations. They will be 75% likely to wait until prey is towards the center of the area before attacking. Each has a number of gems (worth 100 gp) equal to its Hit Dice in its internal digestive organ. Note that the cavern is fairly colorful, having many reddish, pale yellow, and shining blue-grey rock formations which glisten in the light of torches or lanterns.

Ropers (3): HD 10 (hp 39, XPV 3,996), 11 (hp 48, XPV 5,868), 12 (hp 60, XPV 6,060); THAC0 10, 10, 9

2. Glowing Cave

This small offshoot of the cavern which runs north and south is filled with luminous plant growth and contains 12 hungry fire beetles. Between 1-4 of their number will be on the ceiling and drop upon any creatures entering their lair, always surprising them unless 1 or more of the party is looking upwards. These creatures served as a source of gifts for the frost giants in the past. They have no treasure.

Fire Beetles (12): hp 10, 10, 9, 8, 7, 7, 7, 6, 6, 5, 5, 4; XPV 20 + 2/hp each, 576 for all

3. Cavern

As this long cavern hooks eastward and terminates, it provides a lair for 2 large fire lizards, a mated pair of "false dragons" with a clutch of three eggs. Both are quite old and their skins are reddish gray with large mottlings of red orange, so at first glance they are 80% likely to be mistaken for red dragons. Their nest has several dozen shiny rocks, but none are gems.

Fire Lizards (2): hp 66, 54; XPV 2,274, 2,126

4. Cave

Four hell hounds are on guard here. They will give voice if they detect any intruder. They have no treasure.

Hell Hounds (4): HD 7 each; hp 41, 38, 35, 30; THAC0 13; XPV 825 + 8/hp, 4,452 for all

5. Cavern

Eight fire giants are stationed here as a guard and reserve by Snurre's order (and he got his instructions from the drow, of course). At either end of the place one of their number watches; each such position is indicated by a G. Each giant is armed with a sword, spear, and has several boulders nearby for throwing. They have no treasure, although there will be piles of hides thrown for bedding, a hamper or two, some personal wear, and eight bags in the place. In crisis situations, this is where King Snurre, Queen Frupy, and/or other important fire guards and guests will retreat to. In the event they do, there will be whatever goods they salvage in the cavern as treasure.

Fire Giants (8): hp 63, 62, 59, 57, 56, 55, 53, 49; XPV 2,700 + 16/hp each, 28,864 for all

6. Great Vaulted Cavern

In the middle of this place is a *permanent illusion* of a huge sleeping red dragon atop a mound of treasure (see area 7 below). What is actually there is a gorgon which has been *charmed* and instructed to ignore such creatures as hell hounds and fire giants and trolls. It obeys the drow, of course. If any creature speaks to it in the common tongue or in the language of red dragons it has been instructed to stand quietly but to breathe upon the creature as soon as they are seen and within range. There is no treasure in the cavern.

Gorgon: hp 43; XPV 2,180

7. Treasure Trove Cave

Here sleeps a real red dragon, a very large ancient male. Brazzemal is his name, and he can both speak and use spells. If the boulder is moved, Brazzemal will certainly awake and use his *ESP* spell to find out who intrudes upon his privacy. If cornered and in desperate straits, the dragon will swear to anything in order to save his life. Brazzemal is persuasive and deceitful, of course, and his real desire will be to stay and devour the party.

Brazzemal, Red Dragon: HD 11; hp 88; THAC0 10; SA Breath Weapon; XPV 6,508; Spells:
- First Level: *detect magic*, *erase*
- Second Level: *ESP*, *mirror image*
- Third Level: *invisibility 10' radius*, *protection from normal missles*
- Fourth Level: *confusion*, *polymorph other*

Treasures: The place appears strewn with coins of all sorts (about 20,000 each of copper and

silver, 9,000 each of electrum and gold, no platinum) and a few dozen gems. All the worthwhile treasures are covered by the coins. Brazzemal also has another 666 gems pressed into his stomach to protect it. Each is worth 1 gp. If struck by cold or electricity or similar magical attacks, from 60% to 90% of them will be destroyed. Searching the pile takes quite a while. Assume that one randomly determined item is found per turn per person searching.

Loose coin and gems:
- 19,830 cp
- 21,010 sp
- 8,700 ep
- 8,475 gp
- 222 gems (10 gp each)

Buried under the coins:
- 17 large containers: 8 chests, 1 coffer, 8 jars (see below)
- 1 suit of human-sized *plate mail +4*
- 11 jeweled man-sized weapons (assorted, worth 300-1,800 gp each)
- 1 *longsword +2 of red dragon slaying* (determine abilities randomly) in jeweled scabbard (6,000 gp)
- 2 silver mirrors (300 gp each)
- 1 *gem of controlling fire elementals* (as per the *stone* of earth elementals)
- 31 pieces of jewelry (200-800 gp each)
- 12 ivory statues with inlays of gems and/or precious metals (200-2,400 gp each)
- 1 idol of bloodstone (1,900 gp)
- 11 gold service pieces (500-3,000 gp each)
- 17 silver or electrum service items (100-1,000 gp each)
- 4 small containers: one coffer, one ivory case, one silver egg, one malachite box, and one crystal basket (see below)

Contents of containers:
- 5 Chests: 5,000 sp each
- 2 Chests: 7,000 gp each
- 1 Chest: cheap blankets, and four carved jade figurines worth 1,000-8,000 gp each
- 8 jars: rare unguents and perfumes (200-2,000 gp each)
- 1 Coffer: 4 *potions of fire resistance*
- 1 IIvory case (worth 400 gp): jeweled necklace worth 2,000 gp
- 1 Silver egg (worth 500 gp): 51 gems worth 100 gp each
- 1 Malachite box (worth 1,000 gp): 800 pp
- 1 Crystal Basket (worth 3,400 gp): 1 scroll of 7 magic-user spells (any)

8. Cave

This is a drow guardroom, with six guards and three leaders (all male). Two sentries are on duty at all times in the entry passage. The drow are clothed in black capes, soft boots of black hide, and wear hoods over their helmets. Each carries 1-10 pp per level of experience. The room has only their bedrolls and some miscellaneous gear.

Drow fighters (6): MR 54%; AC 1; HD 2; hp 14, 12, 12, 12, 11, 11; THAC0 20; SA/SD see special notes; XPV 118 + 2/hp, 852 for all
Equipment: *chain +1*,, shield, *shortsword +1*, *dagger +1*, hand crossbow with 9 poisoned darts

Drow Leaders (3): AC −2; HD 6 (hp 35, MR 62%, XPV 835) and 4 (hp 24, 21, MR 58%, XPV 361, 349); THAC0 16 and 18; SA/SD see special notes
Equipment: *chain +2*, *shield +2*, *shortsword +1*, *dagger +1*, hand crossbow with 9 poisoned darts

9. Wide Passage

Twelve piercers make this their home, and they await the unwary prey patiently. The floor of the place is strewn with shattered skulls and bones. Amidst these gleaming white remains glints a gold necklace set with 5 gems (1,100 gp intact; total gem value 800 gp).

No.	HD	hp	THAC0	Dmg	XPV
2	4	22, 19	15	4-24	148, 136
4	3	16, 13, 12x2	16	3-18	83, 74, 71x2
4	2	12, 11, 10x2	16	2-12	44, 42, 40x2
2	1	5, 3	18	1-6	15, 13

10. Singing Chamber

This small place has excellent acoustics, and the drops of water falling into the pool along the southwestern portion of the wall make a pleasant musical sound which can be heard from 60 feet in the quiet and at 30 feet distance in normal conditions. The pool edge is lined by a huge gray ooze blob and another gray ooze lays along a ledge 11 feet high in the southeast of the place.

Gray Ooze (2): hp 24, 17; XPV 320, 285

11-13. Stinking Caverns

All of these places are inhabitated by troll servants of King Snurre, and the stink which comes from these creatures, their nests, and what they leave about is noticeable in the corridor which leads southwest from area 9. Their chieftain is in area 13. The trolls will support each other in case of attack.

11. Thirteen trolls, each with the typical messy mound of sticks and bones and other noisome things. In each nest are 5-50 of each type of coin. If they hear a disturbance at area 12 they split into two groups and move there to attack.

Trolls (12): hp 37, 35, 33, 33, 30, 30, 30, 26, 36, 24, 22, 20, 19; XPV 650 + 8/hp each, 11,578 for all

12. Sixteen trolls, as above. They move in 2 groups to area 11 if they hear combat.

Trolls(16): hp 36, 34, 34, 33, 32, 31, 30, 29, 29, 29, 28, 28, 25, 22, 17, 14; XPV 650 + 8/hp each, 14,008 for all

13. Twenty-seven trolls nest here. The largest is the chieftain, and the other two large trolls are his lieutenants. If they hear suspicious noises, or if they are assaulted, the trolls will use the multiple passages to surprise and surround their attackers, leaping upon them to tear them to shreds. The three leader types nest in the southeastern spur of the cavern, and each nest will contain 100-400 of each coin type. The chieftain has 5-30 gems worth 100 gp each, and a jeweled mace worth 6,500 gp.

Trolls (27): hp 41 (Chief), 39, 38, 36, 33, 33, 32, 32, 32, 32, 31, 31, 29, 28, 28, 27, 24, 24, 23, 20, 18, 17, 17, 17, 16, 15, 12; XPV 650 + 8/hp each, 23,342 for all

14. Narrow Cavern

This place is striated with layers of blue and green and greenish blue deposits and streaks. There is green slime growing on the passage roof and the pool of water at its end. The slime on the ceiling covers about 40 feet of space just south of the pool, and it will drop 1 in 6 per creature per round (*i.e.* check for each member of the party under its growth area, a 1 on a six-sided die indicates that the slime has dropped upon them). There are 36 agates (10 gp each) in the pool of water, and any creature reaching in to get these stones is 50% likely to have the slime attack. The slime in the pool blends with the greenish rock of the pool.

15. Gray Cavern

This dark-colored place is the drow strongpoint, and two guards watch each of the six ways which meet at this cavern. There are six other guards. These 18 male drow guards are commanded by three higher level types, who are in the main part of the cavern to the east. These include the female guard commander, a female mercenary fighter (Greyanna), and a noble of House Tormtor by the name of Bruherd, who was sent to accompany the others on their mission to the giants.

Each drow has 1-10 pp per level of experience. Each above 4th level has one gem per level (worth 100 gp each), or double the number if multi-classed.

Male Guards (18): Level 3 Fighter; hp 18; MR 54%; AC 0; THAC0 18; SA/SD see special notes; XPV 229 each, 4,122 for all
Equipment: *chain +1, shield +1, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts

Female Guard Commander: Level 5 Fighter; hp 30; MR 60%; AC −4; THAC0 16; SA/SD see special notes; XPV 510
Equipment: *chain +2, shield +2, shortsword +3, dagger +1*, hand crossbow with 10 poisoned bolts.

Female Mercenary Greyanna: Level 9 Fighter; hp 54; MR 68%; AC −5; THAC0 12; #AT 3/2; SA/SD see special notes; XPV 2,948
Equipment: *chain +3, shield +3, shortsword +3, mace +3*, atlatl,|3 poisoned javelins

Male noble Bruherd: Level 4/6 Fighter/Magic-user; hp 30; MR 62%; AC −3; THAC0 18; SA/SD see special notes; XPV 2,025; Spells:
First Level: *charm person* (x2), *shield*, *ventriloquism*
Second Level: *mirror image*, *ray of enfeeblement*
Third Level: *lightning bolt*, *slow*
S 8 I 17 W 12 D 17 Co 9 Ch 12
Equipment: *chain +2*, *ring of protection +3*, *shortsword +2*, *dagger +3*, *wand of viscid globs* (79 charges)

16. Small Cavern

A metal spear trap is located north of the entry passage. Furthermore, a fine trip wire is set so that as an intruder enters the cavern it triggers a torrent of small iron spheres which pour into the last 20 feet of the passageway and first 10 feet of the cavern. These 1/4 inch balls make a loud noise, and any creature in the area has a 5 in 6 chance of falling down for the first 3 rounds after they are released, and a 2 in 6 chance for the next 3 rounds thereafter (unless the victim instantly stands still and does not move about). Naturally all targets are easier to hit, and dexterity bonuses are negated. Creatures which fall are not able to attack, and lose both shield and dexterity benefits.

There are nine female drow in the cavern. Eight are 4th level fighters, special guards from the female fighter's society. These guards protect Nedylene of House Despana, a noble generally opposed to anything Eclavdra attempts. She is here to check up on her rival, and she will be suspicious of ANY creature entering her current abode. On the other hand, she will not be adverse to seeing her rival's plans go wrong. If things are apparently going badly inner the upper levels of the Hall and Eclavdra is apparently slain, Nedylene will rally the remaining drow in areas 8,15, 16, and 20 to make an organized tactical retreat. Nedylene wields a *demon staff* (see Appendix B), a black leather-like staff, very strong, and carved with disgusting scenes and vile runes.

Female Drow Guards (8): Level 4 Fighters; hp 28, 26, 25, 24, 24, 24, 22, 21; MR 58%; AC −3; THAC0 18; SA/SD see special notes; XPV 265 + 4/hp each, 2,896 for all
Equipment: *chain +2, shield +2, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts, atlatl with 3 poisoned javelins

Female noble (Nedylene): Level 8/7 Cleric/Fighter; hp 48; MR 66%; AC −6; THAC0 14; #AT 3/2; SA/SD see special notes; XPV 10,518; Spells:
First Level: *curse*, *cure light wounds* (x3), *protection from good*
Second Level: *detect charm*, *find traps*, *hold person* (x2), *silence 15' radius*
Third Level: *blindness*, *dispel magic*, *prayer*, *remove curse*
Fourth level: *cure serious wounds*, *neutralize poison*
S 13 I 15 W 17 D 16 Co 11 Ch 17

Equipment: *chain +5, buckler +3, mace +3, demon staff* (Dmg 4-24, *fear* with no save; damage heals 1 per day only by rest; once per day, wielder may *summon* one Type I demon, and may *shapechange* into a Type III demon for 5 rounds)

17. Jeweled Cavern

If light strikes these formations, the mineral deposits here make the place glitter and sparkle as if it were sown with jewels. It is breathtakingly beautiful, and is the current lair of three illithids (mind flayers) who have decided to see what is going on with their friendly enemies, the drow. They plan to observe events, and the dark elves ignore them. Each illithid carries 2-12 gems worth 100 gp each (bribe money) and they have an *amulet of the planes* and a *tome of clear thought* in a small black metal box which can only be opened by persons of 18 or greater intelligence.

Illithids (3): hp 44, 41, 38; XPV 2,328, 2,292, 2,256

18. Small Cavern

This is a guardroom which is exactly the same as area 8 above. Refer there for full details.

Drow fighters (6 males, Level 2): XPV 118 + 2/hp each, 852 for all
Drow leaders (3 males, Level 6, 4, 4); XPV 835, 361, 349

19-20. Red Cavern Inferno

This huge space is lit up in reddish light by the bubbling, steaming river of molten lava which flows through the place. The cavern stinks of sulphur and heated rock, and the temperature there is very hot, although a strong draft cools it somewhat. The roof is no less than 60 feet high.

19. Venting gases of flame and smoke illuminate this area in a wavering bands of light and shadow. Amidst this vaporous inferno are two salamanders who are enjoying a change of clime. The flames and smoke make them impossible to see beyond 30 feet. They are totally neutral with respect to whom they attack, although they know and respect the drow. They have no treasure. A rope bridge is suspended from this area to area 20, about 15 feet above the lava river.

Salamanders (2): hp 45, 38; XPV 1,275, 1,205

20. Secluded section of the cavern which serves as the meeting place and council chamber for Eclavdra and her minions. Currently at this place are six male fighters, three female fighters, and an 8th level female commander (particularly favored by Eclavdra) named Viconia, who has (amongst other equipment) three *bolts of power* (see Appendix B).

Eclavdra will be here with as many of her followers as survive if things go badly on level #2. Otherwise Nedylene will be rallying the troops here.

Male Drow Troops (6): MR 52%; AC 1; hp 14, 12, 11, 11, 11, 10; THAC0 20; XPV 118 + 2/hp, 852 for all
Female Drow Troops (3): Level 4 Fighters; hp 30, 27, 23; MR 58%; AC 1; THAC0 18; SA/SA see special notes; XPV 385, 373, 357

Equipment (all 9): *chain +1, buckler +1, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts

Viconia of House Eilserv: female Level 8 Drow Fighter; hp 60; MR 66%; AC −5; THAC0 14; #AT 3/2; SA/SD see special notes; XPV 2,050
Equipment: *chain +5, shield +3, shortsword +4, 3 bolts of power*, hand crossbow with 10 poisoned bolts

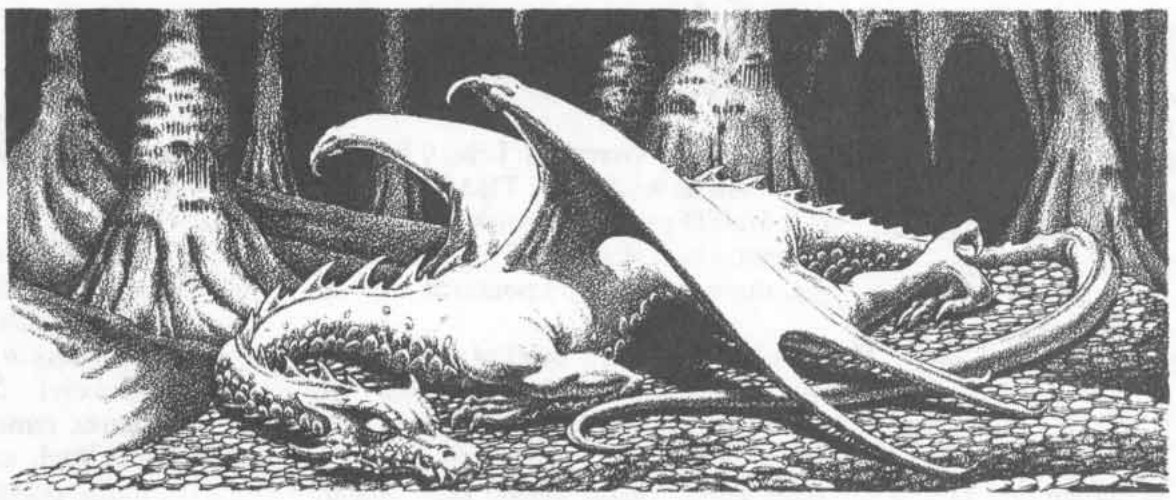
In addition to bedding and a small amount of personal gear, there is a chest holding 2,000 pp and 200 gems (100 gp each) hidden under an *illusion* to look like a rock formation in the far northeastern corner of the place. The commander has a small coffer which contains two *potions of speed* and two of *extra-healing*. These will be used by the drow if necessary. A constant watch is kept on the east entry to the cavern, and if intruders come, the Dark Elvenfolk will know of it. If threatened by powerful characters, the drow will flee to safety back down the passage from whence they came here, *i.e.* the one to the north-northwest; this way is protected by a monstrous guard at location A.

A. This is the location of a huge *charmed* lurker above. It will fall upon any creatures which pass under it after a command is given to it by Eclavdra.

Lurker Above: hp 63; Dmg 2-8; SA smother in 2-4 rounds; XPV 2,382

Special Note: The characters will discover in searching area 20 an adamantite tube worth 200 gp, containing a scroll of one spell *(wish)* and the players' map of the Depths of the drow. This tube has been left behind by Viconia so that, in the event Eclavdra's scheme is foiled and the ruler of house Eilserv slain, the attackers will be aware of the existence of the drow homeland and, it is hoped, launch an attack against Eilserv's rival factions.

Equipment for a pair of hoists (derrick-like machines with straps for cargo of any sort, even large animals) will be found in nooks on either side of the river of lava. It will take several hours to set these hoists into working position, but once done they will not be disturbed. The characters will be able to move supplies and pack animals across the river of lava when they are ready for the next part of the adventure!



PART 2: D1-3

CHAPTER 6: Into The Depths

This chapter covers general notes on the underworld that stretches from the King Snurri's fortress to the vaults of the drow. Specific encounter areas are covered in the next six chapters. The following deals with the passages and random encounters within them.

A. The Realm

General Description

The following may be read verbatim, or simply paraphrased as needed.

The passageway from the caverns beneath the Hall of King Snurre Iron Belly runs to the northwest, rough and twisting, from 12 feet to 16 feet width for some 300 feet. Then it suddenly widens to 30 feet and more in places, obviously hewn, and goes almost perfectly northwest, slowly sinking in gentle slopes and by natural terraces.

The rock is of all colors, although grays, browns, and yellowish tan are most common. Parts of the route are worked, but much of the tunnels are natural passages, caves, galleries, and so forth. The route always descends. The darkness is not total; there are sometimes patches of phosphorescent lichens, lighting the way with a faint glow (almost like *faerie fire*).

Swarms of fire beetles pass now and again, and their glowing abdomens shed sufficient light to see clearly. Cave bats flutter overhead periodically, huge ugly things which have forsaken the clean air of the upper world for the foul atmosphere of the subterranean. Now and again a current of dank, cold air can be felt moving downwards and bearing a musty scent throughout the corridors of this dismal underworld.

Should the party ever remain still and listen, they will note many strange sounds—twitterings, squeakings, scrabblings. Various and sundry tiny noises can be heard, noises which are disturbing despite their muted sound.

Using the Maps

The characters' map, found in the furthest reaches of the fire giant king's hall, shows only a relatively narrow section of the whole area—that part which pertains to this adventure and the others in the set. You might wish to develop the other areas shown on your large-scale map. If so, you can then allow your players to explore passages which are off their map, thus eventually completing their version, and, of course, having many adventures along the way. You can place other drow enclaves, locate the realm of the mind flayers, expand the underground sea and place the Kuo-Toan stronghold, *etc.* For various ideas, see Appendix 3.

The maps in the map book show three typical passages of the undergound. The widest passage is a section of Primary Tunnel, the next widest is a Secondary route section, the smallest is a Tertiary Passage, regular or secret.

Use a combination of these tools—the large-scale hex map of the whole underground complex, and the smaller ones for passages of various sizes—for the party's travel and exploration of the entire underworld.

Whenever a random encounter occurs, assume that the party is near the center of a small piece map appropriate to the passage size. You may of course turn it to any orientation desired. Note that the sample maps include faults, spurs, splits, rubble, small caves, sink holes, crevasses, columns, stalactites, occasional pools, rivulets, and even streams.

Travel

Do not penalize the party if they take sensible steps to insure a successful adventure, such as deciding to take a number of pack mules to carry supplies and equipment—even an extra spell book. As always, be as fair and unbiased as possible. Neither help by suggestion or inference nor hinder in any manner not called for. Managing a party with mules can be trying for a referee, but it is probable that these beasts will be slain at the first encounter area anyway.

As there is no practical way of establishing any sort of route camp to safely store goods of any sort, the characters will be presented with a problem. This is compounded by the following situation:

Beyond the first encounter area, teleportation over any distance greater than 1/2 mile is impossible.

When a character with this ability first considers its use, inform the player that the PC can feel strange forces, possibly magnetic, which will certainly hinder teleportation.

Thus, short of the use of a *wish*, the party is committed to go and return afoot. They may have to return to the surface after concluding this module, or they may be able to press on, for the treasures along the way are aimed at supplying them with the force necessary to continue. Certain creatures have been specifically places so that they may offer assistance or succor.

Travel along the system of subterranean passages will be at a slow rate because of the slippery and often slanting or terraced floors. Footing is treacherous in places, and the tiers to clamber down are often nearly 3 feet from top to bottom. If mules accompany the party, these beasts will *not* slow movement, for they are sure-footed and negotiate the worst places with relative ease. The rubble and detritus, natural projections, protrusions, ledges, and stoney spears are more common and prove a real hazard in the secondary and tertiary tunnels. These lesser-traveled ways offer more places for lurking foes than do the primary arteries of the underworld.

Assume that the maximum rate of travel is 1 mile (1 hex) per day per 1 inch of basic movement rate, based on the slowest member of the expedition, and only if unnecessary delays are avoided and mapmaking is sketchy. Reduce movement by 1 mile for every hour of delay, and assume that careful mapping will slow the party to 6 miles per day at most.

You may have crevasses and sinkholes as often as is illustrated with the tunnel pieces, or you may include such hazards every mile or so. There is certainly a chance for a slip and fall into a crevasse if proper care is not exercised.

Crevasses are 110-300 feet deep, so consider any fall as fatal if it is not prevented in some way. Adventurers roped together, using poles to hold onto, *etc.* are not likely to slip. Otherwise, consider there is a 1 in 20 chance of slipping while trying to move around or otherwise pass over a crevasse. Any such slip will precipitate a fatal fall. Should you feel extremely benevolent, you might allow a saving throw or dexterity check as a chance of a last desperate grab for a handhold.

Sink holes are 10-80 feet deep. While there is no real chance of slipping into them, if the party is running in haste or traveling without light, treat sink holes as pits, with a 1 in 3 chance of falling in. Damage thus sustained is 1d6 per 10 feet.

Ceiling height in the primary tunnels ranges from 20 feet to 50 feet, the average being about 35 feet. In the secondary passages the roof overhead varies from 15 feet to 40 feet above the floor, with 25 feet being usual. In the narrow tertiary tunnels the ceiling is from 8 feet to 25 feet high, with an average of 15 feet or so. Where enlargements occur, the roof will be near maximum height. In large caves or caverns, the ceiling height will be 10 feet to 20 feet above normal maximum. In huge caverns, such as the one in Chapter 8, ceiling height is 100 feet, 150 feet and as high as 200 feet in places. Before PCs find this place (should they hold to the path), there are two encounter areas they must contend with. (See Chapter 7).

B. Denizens

Two races of creatures dominate the setting, creatures with whom most adventurers should as yet be unfamiliar. The most dominant by far are the drow—the powerful dark elves of legend, who now rule most of these passages and whose Vault lies at the end of the tunnels. The Kuo-Toa (or gogglers), a race of fish-like humanoids now fading in power, battle herein against final extermination. Though not the equals of the drow by any means, they still merit special attention by the DM, for their many skills are noteworthy.

NOTES:

Please study the details given for each of these races (especially the drow) before continuing this adventure. You should be proficient in proper play of the spells usable by every drow (and familiar with their effects)—so much so that all such enemies that you represent fight with skill and intelligence, fighting to defend their homeland from alien invaders (the player characters!) with all the tools at their disposal.

Various additional notes are given below.

1. Drow (Dark Elf)

Equipment

Nearly every drow wears a brooch indicating his or her alliance with either a merchant clan or a Noble house. Whenever such brooches are left to random determination, use Drow tables 1 or 2 to find the exact type and affiliation.

Patrols

There are three types of drow patrols in the underworld—all-male, all-female, and mixed (drow and other creatures). The number and type of non-drow troops are determined by the size of the passage in which they are encountered. Use Drow tables 3 and 4 to find the exact composition of any patrol encountered.

Merchants

The size of a drow merchant train determines the number and class of its members, as summarized on Drow Table 5. It also determine the chance of the train carrying valuables (other than the usual trade goods), and if so, the number of rolls to make; see Drow Table 6.

Each train includes slaves, which are a mixture of various races. Use Drow Table 7 to determine the exact types. Bearers are always leg-chained in files of up to six.

Drow Table 1: Brooches of the Noble Houses

1d8	Brooch description	Noble House
1	Crossbow, platinum	Godeep
2	Daggers, silver (crossed)	Everhate
3	Javelin, electrum	Tormtor
4	Mace, adamantite	Despana
5	Nightmare's head, bronze	Noquar
6	Staff, copper	Eilservs
7	Sword, mithril	Kilsek
8	Wand, gold	Aleval

Drow Table 2: Brooches of the Merchant Clans

1d20	Brooch description	Allied Noble House
1-2	Bars, 4 (pewter)	Eilservs
3	Bone, white enameled	Eilservs
4	Chain links (3), brass	Tormtor
5	Crescent, silver	Aleval
6-7	Gem, red enameled	Despana
8	Hook, black iron	Kilsek
9	Horsetail mushroom, pink enameled	Noquar
10	Lozenge, green enameled	Everhate
11	Morel mushroom, white enameled	Godeep
12	Mushrooms (2), yellow enameled	Noquar
13-14	Puffball mushroom, tan enameled	Kilsek
15-16	Prism, blue enameled	Tormtor
17	Shelf fungi, russet enameled	Despana
18	Star, lilac enameled (5-pointed)	Eilservs *
19	Urn, violet enameled	None **
20	Whip, bronze coiled	Eilservs

* inclination only, no formal alliance
** currently uncommitted, no inclination

Drow Table 3: Patrol composition

Male or Female Patrol	
7-10	Fighters
1	Patrol Leader
1	Patrol Commander
Mixed Patrol	
2	Male Fighters
	Male Patrol Leader
(var)	Troops (see table 4)

Drow Table 4: Non-Drow Patrol Troops

Roll 1d6, and add zero for a Primary passage, +6 for a Secondary passage, or +12 for a Tertiary passage.

1d6 (+)	Troops
1-3	11-16 bugbears
4-5	2 trolls + 11-16 troglodytes
6	4 ghasts + 7-12 ghouls
7	11-14 bugbears
8-11	2 trolls + 11-16 troglodytes
12	4 ghasts + 7-10 ghouls
13-15	2 trolls + 7-10 troglodytes
16-18	4 ghasts + 7-10 ghouls

Drow Table 5: Merchant Train Composition

Train Size	Male Merchants	Drow Fighters	Leaders
Small	1-2	2	1
Medium	3-4	6	2
Large	5-8	12	3

Train Size	Bugbear Guards	Slave Bearers	Pack Lizards
Small	4	5-8	1-2
Medium	8	9-16	3-4
Large	16	17-24	6-9

Drow Table 6: Merchants' Valuables

Merchant Train size	Chance for Valuables	Number of Rolls (on table below)
Small	30%	1
Medium	45%	2
Large	75%	3

1d100	Valuables Carried
01-45	110-300 silver ingots
46-75	31-50 gold ingots
76-80	5-10 platinum ingots
81-83	2-5 mithril ingots*
84-85	1-4 adamantite ingots**
86-89	1-100 gems, base value 50 gp each
90-94	5-12 potions
95-98	1-4 scrolls
99-00	1 magic item (ring, rod, staff, wand, or miscellaneous magic)

* value in the underworld 250 gp per pound
** value in the underworld 400 gp per pound
(all ingots weigh 10 pounds each)

Drow Table 7: Races of Slaves

1d20	Race of Slave
1	bugbear
2	dwarf
3	elf
4-5	gnoll
6	goblin
7	half-elf
8-9	half-orc
10-12	hobgoblin
13-17	human
18-19	orc
20	troglodyte

2. Kuo-Toa

Kuo-Toans are fish-like humanoids, the products of spawning. All Kuo-Toans with the same Hit Dice have the same hit points, as follows.

Hit Dice	Hit Points for Males	Females
2	12	10
3	18	15
4	28	24
5	35	30
6	42	36
7	56	49
8	64	56
9	72	n/a
10	90	n/a
11	99	n/a
12	120	n/a

Groups

Outside of their shrine, the Kuo-toa are encountered in one of three types of groups—pilgrims, a cleric party, or a war party.

Pilgrims: These travelers are usually heading for the shrine to make their abulations.

14-24	Pilgrims (unarmed, 1-6 female)
2-5	Warriors with dagger and short bow
1	Patrol Leader with dagger and harpoon
1	Monitor
2	Priests (unarmed)
11-14	Slaves bearing shell offerings to the Sea Mother and equipment (food, clothing, *etc.).*

Cleric Party: This is a group of priests going to or coming from the shrine detailed in Chapter 10. The party consists of the following:

7-12	Warriors with dagger, spear, and shield
5-8	Warriors with dagger and short bow
2	Patrol Leaders with dagger and harpoon
4	Priests (unarmed)
1	Lama (unarmed)
5-8	Slave bearers (unarmed)

War Party: These creatures will occasionally go forth to capture slaves or raid a group that is hostile to their kind or has given offense to the Sea Mother.

24	Warriors with dagger, spear, and shield
8	Warriors with dagger and short bow
8	Warriors with dagger, net, and spear
4	Patrol Leaders with dagger and harpoon
2	Commanders with dagger and harpoon
1	War Party Lord with dagger and harpoon
2	Monitors
4	Whips with dagger, spear, and garrote
1	Cleric/Assassin with mantrap and garrote
12	Slave bearers (unarmed)

C. Encounters

Placed encounters

Handle all noted encounter areas with great care. Antagonists of the party should act and react in organized fashion—the drow and illithids with great cunning and cleverness, the trolls, bugbears, troglodytes, and similar denizens of the cavern in Chapter 7 not quite so intelligently, but with vigor and purpose.

Random Encounters

There are separate tables for random encounters in the tunnels, according to the size of the passage or proximity to a special encounter area. Make one random encounter check for each mile (hex) of tunnel traveled through, plus one check per night (as the party decamps). The probabilities of such an encounter vary according to the locale, and are shown on each table.

PRIMARY PASSAGE: 1 in 10 chance

1d100	Creatures encountered
01-15	Beetles, fire (2-5)
16-18	Beholder (1)
19-20	Black pudding (1)
21-25	Bugbears (13-18) with slaves (19-24)
26-30	Drow merchant, small train
31-35	Drow merchant, medium train
36-39	Drow merchant, large train
40-44	Drow patrol, male
45-49	Drow patrol, female
50-59	Drow patrol, mixed
60-64	Gas spore (1)
65-69	Ghouls (9-16) and ghasts (2-5)
70	Gray ooze (1)
71-72	Green slime (1)
73-77	Illithids (1-2) and wererats (2-5) **(a, b)**
78-80	Marlgoyles (3-18)
81-82	Mold, brown (1)
83-84	Mold, yellow (1)
85-86	Ochre jelly (1)
87-88	Purple worm (1)
89-90	Rust monster (1)
91-92	Shadows (2-5)
93-95	Slug, giant (1)
96-00	Trolls (1-4) and troglodytes (9-16) **(a)**

SECONDARY PASSAGE: 1 in 12 chance

1d100	Encounter
01-10	Beetles, fire (2-5)
11-15	Bugbears (13-18) and slaves (19-24)
16-17	Bullette (1) **(c)**
18-22	Drow merchant, small
23-27	Drow merchant, medium
28-32	Drow patrol, male
33-37	Drow patrol, mixed
38-42	Ghouls (9-16) and ghasts (2-5)
43-47	Illithids (1-2) and wererats (2-5) **(d)**
48-52	Lizards, subterranean (2-5) **(b)**
53-57	Lizards, huge subterranean (2)
58-60	Lurker above (1)
61-63	Piercers (5-20)
64-66	Purple worm (1)
67-69	Shadows (2-5)
70-74	Shriekers (5-8)
75-79	Shriekers (1-4) and violet fungi (1-4)
80-82	Slug, giant (1)
83-85	Snake, giant constrictor (1) **(e)**
86-92	Spiders, giant (2-5)
93-94	Spiders, phase (1-4)
95-97	Ropers (2-5)
98-00	Rust monster (1) **(b)**

TERTIARY PASSAGE: 1 in 12 chance

1d100	Creature Encountered
01-07	Ants, giant (11-30; 1 in 10 is a warrior)
08-17	Beetles, fire (2-5)
18-22	Drow merchant, small train
23-27	Drow patrol, male
28-32	Drow patrol, mixed
33-35	Green slime (1) **(e)**
36-38	Illithids (2-5)
39-45	Jermlaine (15-30) **(c)**
46-48	Lich (1)
49-53	Lizards, subterranean (2-3)
54-56	Lurker above (1)
57-68	Piercers (5-20)
69-71	Rust monster (1)
72-74	Shadows (2-5)
75-77	Shambling mounds (1-4)
78-80	Shriekers (2-8)
81-83	Slithering tracker (1)
84-88	Svirfnebli (2-8) **(d)**
89-91	Trapper (1)
92-94	Umber hulks (1-2)
95-97	Vampire (1)
98-00	Xorn (2-5)

Footnotes

a. If within 6 miles of the Kuo-Toan shrine, the encounter is with a party of Kuo-Toan clerics instead.
b. If within six miles of the Vault of the drow, the encounter is a drow patrol (mixed type) instead.
c. If within 6 miles of the Kuo-Toan shrine or other Kuo-Toan outpost, the encounter is with a Kuo-Toan war party instead.
d. If within 6 miles of the Kuo-Toan shrine, the encounter is with a band of Kuo-toan pilgrims instead.
e. If within 6 miles of the Vault of the drow, the encounter is with a Type I, II, or III demon instead.

C Barr

CHAPTER 7: The Route to the Warrens

In the first third of the journey to the Vault of the Drow, there are two set encounters: with a drow outpost and a next of illithids (mind flayers). The latter are the friendly enemies of the drow, and should the party be able to prove to the dark elves that they have slain mind flayers, there is a 90% chance the drow will be well-disposed toward the party. The other 10% may be aware of the party's involvement in the destruction of the giants, seek to stop the characters before they reach Lolth's temple, or just do not care about the illithids.

Encounter Area D-3

Use encounter piece II for this meeting, facing either end of the piece in a southeast-northwest direction to conform to the passageway. The area is south of the tunnel nexus. It is dimly illuminated by phosphorescent lichens.

This is a drow checkpoint with two separate patrol groups, males to the left, females to the right. The males will have two pickets out on duty to observe the passage in both directions. Despite rivalry between the groups each will cooperate fully with the other in an intelligent attack and defense pattern. The two groups are detailed below.

Each dark elf has a small leather pouch containing 1-4 pp per level of experience (the higher in the case of a multi-class). Each drow above 4th level has, in addition, one gem (worth 100 gp) per level above 4th.

Drow Male Contingent

There are 10 3rd level Fighters to the southwest, two of whom are on guard duty and will report the presence of any creature moving along the passage. The two leaders are 4th level Fighters, and the unit commander is 6th Level. The commander's liaison is a noble named Jeggred (of House Aleval), a Fighter/Magic-user (Levels 5/7). If he is slain or taken and carefully searched, he is found to be wearing small brooch of a brass wand, inscribed (in drow) *Aleval.*

Male Fighters (10): MR 54%; AC 0; HD 3 (hp 13 each); THAC0 17; SA +1 to hit with crossbow; *chain +1, shield +1, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 214 each, 2,140 for all

Male Leaders (2): MR 58%; AC −2; HD 4 (hp 18 each); THAC0 16; SA +2 to hit with javelins; *chain +2, shield +2, shortsword +2, dagger +2*, atlatl with 3 poisoned javelins; XPV 337 each

Male Commander: MR 62%; AC −3; HD 6 (hp 28); THAC0 16; SA +1 to hit with crossbow; *chain +3, shield +3, shortsword +4, dagger +2*, hand crossbow with 10 poisoned bolts; XPV 793

Jeggred of House Aleval: Level 5/7 Fighter/Magic-user; MR 64%; AC −2; hp 33; THAC0 14; SA +2 to hit with crossbow; *chain +4, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts, *rope of entanglement*; XPV 5,712; Spells:
- First Level: *magic missile* (x2), *sleep, ventriloquism*
- Second Level: *detect invisibility, mirror image, ray of enfeeblement*
- Third Level: *lightning bolt, slow*
- Fourth Level: *ice storm*

Drow Female Contingent

This group consists of eight female fighters of 2nd level and two of 3rd level, led by two female clerics. The lesser is Akordia, a canon (Level 6) noble of the House of Despanna. She carries a special sling staff and three glass globes (see notes below). Hidden on her person is a small brooch of a blue-black mace, inscribed (in drow) *Despana.*

The leader, High Priestess Vlondril (9th level), is a servant of the Great Fane of Lolth. She is always cloaked in black, but wears a magical *lurker cloak* (see Appendix B) underneath. She is charged with reporting to the Fane any significant event which transpires after the fall of Snurre (and the ruin of Eclavdra's plans, for the latter is an opponent of the Fane). Thus, if for any reason the drow are seriously threatened, she will attempt to save herself by using her magical cloak to change into a lurker above and fly off without being noticed.

Hidden in Vlondril's hair is a golden spider pin inscribed (in drow) *Lolth, Queen Death Mother.*

Female Fighters (8): MR 54%; AC 0; HD 2 (hp 10 each); THAC0 17; SA +1 to hit with crossbow; *chain +1, buckler +1, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 154 each, 1,232 for all

Female Patrol Leaders (2): MR 56%; AC 0; HD 3 (hp 15 each); THAC0 17; SA +1 to hit with javelins; *chain +1, buckler +1, shortsword +1, dagger +1*, atlatl with 3 poisoned javelins; XPV 235 each

High Priestess Vlondril: Level 9 Cleric; MR 68%; AC −6; hp 48; THAC0 8 (with mace); *chain +4, shield +3, mace +4, lurker cloak (polymorph self* to lurker above; see Appendix B) under normal black cloak; XPV 4,876; Spells:
- First Level: *bless, cure light wounds* (x2), *protection from good, fear* (x2)
- Second Level: *augury* (x2), *hold person* (x2), *silence 15' radius, snake charm*
- Third Level: *continual darkness, cure disease, prayer, speak with dead*
- Fourth Level: *cure serious wounds, poison, tongues*
- Fifth Level: *cure critical wounds*

Canon Akordia: Level 6 Cleric; MR 62%; AC −3; hp 30; THAC0 17; SA/SD +1 to hit with staff sling; *chain +3, buckler +3, mace +1*, staff sling, 3 glass globes (see below); XPV 1,105; Spells:
- First Level: *cure light wounds* (x3), *curse, fear*
- Second Level: *hold person, silence 15' radius, resist fire*
- Third Level: *animate dead, cure disease*

Staff sling: Minimum range 3", maximum 9"; −2 to hit at 6" or more. Minimum ceiling height 30 feet. Apply standard procedures for miss location, but triple distance (to 3-18 feet).

The missiles for this weapon, three glass globes carried by Akordia, contain a luminous irritant fluid. This vaporizes on impact in an area of effect, a cloud 10 feet in diameter and 12 feet tall (half diameter if broken on vertical surface). Each victim within the area must save vs. poison or be blinded and out of action (scratching furiously) for 7-10 rounds or until the eyes are washed. The luminous droplets on the body cause an armor class penalty of +1 to +4, lasting for 2-5 turns or until washed off. Both effects last for 1 round at least, and can only be removed by another full round of washing.

The side caves contain only a few spare items—sleeping silks, several small boxes of provisions, and individual kits with eating utensils, cups, *etc.* There are two black metal medallions (of adamantium alloy) bearing a likeness of a spider on one side and a female drow on the other. Each is suspended by a fine loop of black chain. Hidden at the bottom of one provision box is a bone tube belonging to Vlondril. It contains a scroll of seven cleric spells: *find traps, neutralize poison* (x2), *tongues, cure critical wounds, heal, stone tell.*

Encounter Area M-12

Use encounter piece II (reversed) when this encounter occurs. This area is the westernmost spy post of the illithids, one of which the drow are well aware but do not care to deal with at this time, due to the recent reverses suffered. As is usual throughout the sunless world, phosphorescent lichens growing sparsely about these passages and caves, and make it possible for normal vision to function at up to 10 feet.

There are 12 ratmen working herein with the mind flayers. Four wererats are in the tunnel proper (two above the cave area and two below), about 60 feet from the center. These watchers are in rat form, and will scurry back to give warning if any creatures approach.

They have drow *shortswords +1*, and baldrics and hangers kept to either side of the passageway where their eight comrades guard two illithids (four to one side, four to the other).

The stronger illithid is near the cave pool with a bound drow merchant captive. He is questioning the dark elf about the current alliances, power groups, and feuds between the drow clans and noble houses. If the illithid gets any chance, he will kill the drow so no tales can be carried.

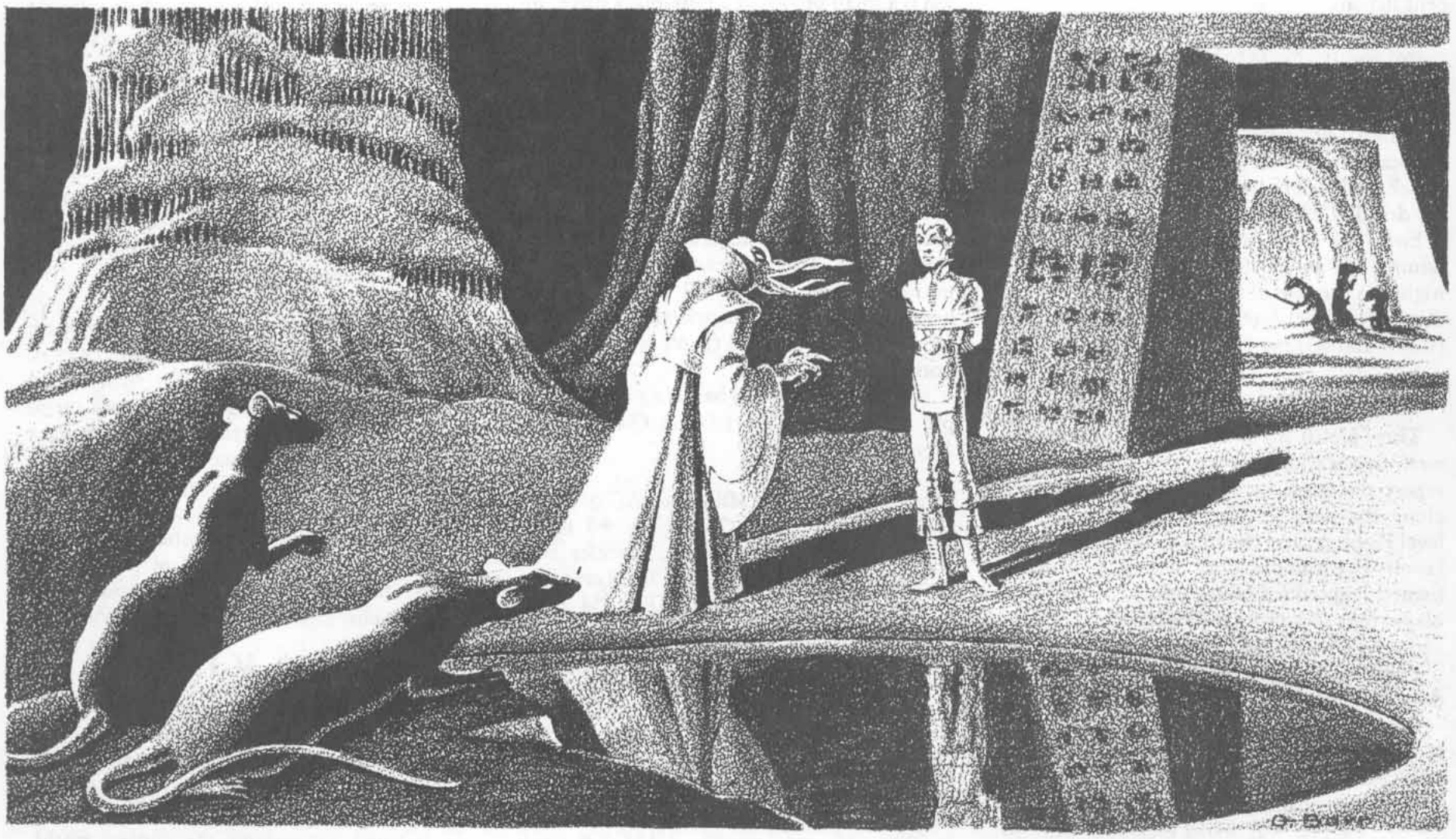
When the party is sighted, the ratmen rush to warn their masters and fellows. The wererats prepare to ambush the party, but only after each illithid delivers an opening *mind blast*. The weaker of the mind flayers will survey the melee, using psionic *domination* upon any character who approaches, while the stronger returns to be ready to do away with the prisoner. When the battle goes against their servants, the illithids flee northwest and then into the secret tertiary exit to the northeast.

Wererats (12): hp 17 each; XPV 218 each, 2,616 for all
Illithids (2): hp 43, 38; XPV 2,316, 2,256

The wererats nest in the caves opposite those which contain the pool. In a small place (suitable for their rat size, but which must be crawled into by even so small a creature as a gnome) is a nest of animal skin, old cloth, bones, *etc.* Under this is a dull olive cloak (non-magical but valuable if the party eventually reaches the Vault of the Drow) which was among the drow merchant's possessions. Each ratman has 30 gp and a gold ring set with moonstone (worth 400 gp) as indication of service to the illithids.

On the other side, the mind flayers have encamped in the alcove off the pool area. They have folding cots, a small table, two folding stools, some utensils, and hampers for food. Each has a small coffer of personal effects. Each coffer has poisoned needles in the latch. One contains a *potion of healing*, 200 gp, and a black sapphire (worth 5,000 gp). The other has 150 gp, 58 pp, a *potion of polymorph self*, *scarab of death*, and a small silver crescent brooch (of the Aleval merchant clan).

A nearby nook, blocked by a small boulder, contains an iron chest. Within it are 300 copper and 300 silver ingots (10 pounds each). These are used as bribes to subvert drow servants. The handle of the chest lid is actually an iron tube which contains a scroll of *protection from undead*, and (hidden in an inner lining) a scroll of *protection from demons*.



(Encounter Area Q-18/19)

Wandering Monsters

Encounter occurs 1 in 12; check each turn.

Western Half	Eastern Half
1 Drow Patrol, mixed	1 Troglodytes (7-18)
2 Drow merchants*	2 Bugbears (2-12)
3 Gargoyles (2-8)	3 Trolls (2-5)
4 Trolls (2-5)	4 Troglodytes (7-18)

Encounter Details

Drow (patrol or merchants): As described on page ##. Equal chances for small, medium, or large merchant train.

All bugbears, gargoyles, troglodytes, and trolls in this chapter are as follows unless otherwise noted:

Bugbear (Underworld type): AC 3 (ring jack and shield); hp 14 each; Dmg 4-10 (heavy morning star) or 2-8 (heavy throwing spear); XPV 191 each
Gargoyle: hp 22 each; XPV 275 each
Troglodyte: hp 12 each; XPV 60 each
Troll: hp 28 each; XPV 749 each

Areas 1-40

1. Entrance to the Grand Cavern

The terraced ledges lead down to the glistening floor of this huge cavern, the ceiling of which drips with stalactites, the floor with stalagmites, and here and there littered with broken stone—detritus and fallen stalactites. Thick columns and great masses of rock stretch all the way to the roof, with many protruding ledges and indented shelves here and there. This room of the cavern is 200-300 feet wide, 200 feet long, and 175-250 feet high or more. Note the positions indicated by the following letters:

B (Three positions): Three bugbear sentries with heavy morning stars and two heavy throwing spears. If an enemy or intruder is detected, two attack while one goes to alert the others in the cave warrens.

Bugbears (3): hp 15 each; XPV 195 each, 585 for all

D (Three positions): One Drow Level 2 Fighter, male. If intruders are identified, the sentry sighting them casts *dancing lights* to show the location and identity of the creatures. All are in positions where they can see at least one other sentry, and the others can be thus alerted. The drow making the sighting reports to his superiors (area 6) while the other three move to positions where they can observe the intruders.

Drow male: MR 54%; AC 1; HD 2 (hp 8); THAC0 20; SA/SD +1 to hit strength bonus; *chain +1, buckler +1, shortsword +1, dagger +1*, poisoned javelin; XPV 134 each

2. South Gallery

This passage is filled with mineral deposits from dripping water, and it is also the home of 14 piercers. They are near the middle of the place, and 1-3 will drop on each creature passing beneath. There is no treasure.

HD	hp	Number	THAC0	Dmg	XPV
4	19	4	15	4-24	136 each
3	13	4	16	3-18	74 each
2	9	3	16	2-12	38 each
1	5	3	19	1-6	15 each

3. Glittering Cave

This small cave is only about 8 feet high and its walls have many crystals which cause light to reflect and refract. The protruding crystals have no worth, but there is a scattering of 121 crystal gems (worth 10 gp each) in the northern quarter of the cave, seemingly pieces which dropped from the walls. This is bait for a trapper with no treasure, as the drow recently looted it.

Trapper: hp 73; XPV 4018

4. Side Cavern

This area has a high ceiling (90 feet), and many ledges and shelves along the south, east, and north curve of the cavern wall house 15 gargoyles, who perch at 65 feet to 80 feet heights to swoop down on prey and attack from behind. They will pursue northwards, where the roof of the gallery is high, but they do not go eastwards. They have no treasure.

Gargoyles (15): hp 22 each; XPV 275 each, 4,125 total

5. Spur Cavern

A very large purple worm has recently moved into this place to lay her eggs, rest, and will then leave. There are six eggs in the northeast finger of the cavern, and they will hatch in 3 turns. The proud mother is resting. There is no treasure inside the worm, but there are eight of her castings about the place, and the sixth contains 11 gems (worth 100 gp each) and four vials of holy water.

Purple Worm: hp 118; XPV 7,260

6. Cave

Fourteen drow are located here to oversee any activities in the cavern as a whole, as well as to aid merchants and scout for invaders. Four male fighters are commanded by another of higher level. Eight female fighters are commanded by another who is mounted on a nightmare and carrying a *death lance* (see Appendix B). If the drow position appears in jeopardy, the female commander pulls back so the males can take the attacks, and retreats to the northwest to inform her superiors and the House of Noquar.

Each drow carries a small leather bag or pouch containing 1-4 pp per level of experience. The female commander has two 100 gp gems in addition to the coins. Hidden on her person is a small pin of bronze, a nightmare's head with *Noquar* inscribed in drow on the reverse.

Male Fighters (4): MR 54%; AC 1; HD 2 (hp 9 each); THAC0 20; *chain +1, buckler +1, shortsword +1, dagger +1(EI, hand crossbow with 10 poisoned bolts; XPV 136 each, 544 for all*
Male Commander: MR 58%; AC −2; HD 4 (hp 18); THAC0 18; chain +2, buckler +2, shortsword +2, dagger +2, hand crossbow with 10 poisoned bolts; XPV 312
Female Fighters (8): MR 56%; AC 0; HD 3 (hp 15 each); THAC0 20; *chain +1, buckler +1, shortsword +1, dagger +1*, atlatl with 3 poisoned javelins; XPV 235 each, 1,880 for all
Female Commander: MR 62%; AC −4; HD 6 (hp 30); THAC0 16; *chain +2, buckler +2, shortsword +2, dagger +2, death lance* (Dmg 1-6, plus 3-12 from negative energy, plus save vs. poison or 1-4 level energy drain); XPV 805
Nightmare: hp 32; XPV 856

The males sleep in the southern cave below area 6, the females in area 6 proper. Each has a bedroll of silks, and several boxes of provisions in each cave. There a few personal and eating and grooming items with each bedroll. There are some strange straps (harness) and wooden racks in the males' cave (gear for pack lizards), and long metal-hooked poles (guiding ankuses for the creatures) stand nearby.

Concealed under the dung and fungus bedding of the nightmare's stall is a lead-lined hollow in the stone floor. It has a stone lid with a secret catch. Inside this cavity are the following items, with contents as noted:

wooden chest (1,000 sp)
iron cup (empty)
10 leather bags (100 gp each)
belt (100 pp)
pouch (20 gems worth 100 gp each)
2 pieces jewelry (worth 5,000 gp each)

ivory case (worth 250 gp, black metal chain & medallion with female figures of spider and drow)

leather case (4 potions: *extra-healing, healing, poison, polymorph self)*

If the *poison* is mixed with wine in the iron cup, it gives the imbiber total immunity to poison for 6 turns.

7. Sunken Cave

Two narrow flights of stair-like terraces lead downward about 20 feet to debouch into a low ceilinged cave which appears totally dark and deserted. This is a permanent *illusion*, for this place is the lair of a lich. This horrid creature normally rests on the ledge at the southern tip of the place. It will not bother passers-by, and will attack only if intruders enter the lair, then directing spells at magic-users and clerics by preference. The lich is a 20th level magic-user, and wears a *ring of protection +3*.

Strategy: If the situation permits, it will start with *ventriloquism*, saying to intruders: "I am an automatic magical warning device. This cave is unsafe and may collapse if entered. Please leave immediately." It may use *repulsion, reverse gravity*, and/or *limited wish* to deter intruders who appear powerful, as it prefers to be undisturbed rather than fight. *Monster summoning* and *invisible stalker* are also preferred, to avoid personal melee. It may erect a *wall of force* before it as a shield, and use *time stop* to gather party items (including magic-users' spell components and clerics' holy symbols) and either destroy them or hide them outside the lair. In any event, it prefers to flee (by *dimension door* or *teleport, invisibly* and with its *portable hole)* rather than fight to the death.

Asberdies the Lich: AL N(E); INT Supra-Gen; SZ M; MV 6"; AC 0; HD 20 (hp 66); THAC0 7; #AT 1; Dmg 1-10 or by spell; SA *fear, paralysis touch*; SD immune to normal weapons, *charm, cold, death magic, electricity, enfeeblement, insanity, polymorph, sleep*; XPV 23,256; Spells:

First Level: *burning hands, charm person, magic missile* (x2), *ventriloquism*
Second Level: *invisibility, mirror image, ray of enfeeblement, web* (x2)
Third Level: *dispel magic, fireball, fly, lightning bolt, phantasmal force*
Fourth Level: *charm monster, confusion, dimension door, fumble, polymorph other*
Fifth Level: *cloudkill, cone of cold, hold monster, teleport, wall of force*
Sixth Level: *flesh to stone, globe of invulnerability, invisible stalker, repulsion*
Seventh Level: *limited wish, Mordenkainen's sword, reverse gravity*
Eighth Level: *Bigby's clenched fist, monster summoning VI, Otto's irresistible dance*
Ninth Level: *power word kill, time stop*

The entire lair is doubly magical, for in addition to the permanent *illusion*, Asberdies has cast 600 *magic mouth* spells in various area—walls, floor, ceiling, and on stalactites and stalagmites too. The hollow where he lies is lined with silks and velvet cloths, but no treasure. Just a few feet northwest is a small ledge with a few broken stones. One of these has a hollow spot into which is thrust a folded-up *portable hole*.

The *portable hole* contains a jeweled crown (80,000 gp), a gem-set orb (50,000 gp), and a scepter likewise encrusted with precious stones (65,000 gp) which were the lich's in life. They now bear a curse which affects any living creature that takes them. The magic will turn the individual or individuals into a wight after sickening and dying. The curse can only be removed by a cleric of 20th or higher level. (The items radiate both magic and evil.) Also in the hole are 1,000 gp, 10 garnets (10 gp each), a bag of *dust of sneezing and choking*, a *staff of striking, potion of longevity, scarab of protection from evil clerics*, and a scroll of seven magic-user spells *(knock, tongues, minor globe of invulnerability, wall of ice, stone of flesh, charm plants, symbol of fear).*

8. Side Cavern

This place is similar to cavern 4. It has dozens of ledges and shelves 70 feet or more above the cavern floor, and these places are the roosts of 23 gargoyles (hp 22 each, XPV 275 each, 6,050 total). These creatures greatly fear the drow, and they will attack no creature with a drow or wearing drow garb, but they will attack any other creatures not so protected. They have no treasure.

9. Cavern Stable

There are six pack lizards tethered here near a mound of fungus fodder. The creatures are for use by merchants in need of their services. They will attack anyone unchaining them unless controlled by means of a hooked goad (which they recognize as the sign of mastership over them).

Pack Lizards (6): hp 33 each; XPV 489 each, 2,934 for all

10-13. Complex of Low Caves

This is the temporary residence of a pack of 10 ghasts and 32 ghouls who are on their way northwest to serve the drow. They do not wish to follow the broad and well-tracked primary passages, so they will take the one to the northeast nearby as soon as the giant slug (area 14) moves on.

10. 32 ghouls with 1-6 gp each.
11. Four ghasts with 7 gems (100 gp each).

12. Two ghasts with a sack containing 3 pieces of jewelry (worth 5,000, 3,000, and 1,800 gp) and 2 tubes. One is a scroll of 3 cleric spells *(cure light wounds, tongues, conjure animals*, the last producing 3 brown bears with 28 hp each). The other tube contains a map showing the northeast passage leading to the tertiary route leading to area S/T-17 (not detailed in this module). Draw this in on the players' map.
13. Four ghasts with 300 gp and 18 gems (10 gp each).

Ghasts (10): hp 19 each, XPV 266 each (area 11), hp 24 each, XPV 286 each (area 12), hp 20 each, XPV 270 each (area 13)
Ghouls (32): hp 10 each; XPV 85 each

14. Giant Slug

This monster blends into the niche it has found beside the passageway northeast, where it initially rested to digest a meal and then decided to stay because of the excellent food supply. (The drow will soon get rid of it.) It has no treasure.

Giant Slug: hp 87; XPV 3,392

15. Hundred-Foot High Shelf

Two hieracosphinx are nested here awaiting the return of their drow mistress and master. They will not attack unless some creature comes near them (20 feet or so) and will come to a name command only. They have no treasure, but one has a medallion with a staff of copper set round with eight perfectly matched emeralds (24,000 gp value) and the name *Eilservs* in drow characters engraved on the reverse.

Hieracosphinx (2): hp 49, 43; XPV 1,188, 1,116

16-18. Troll Caves

The stench of these caves is noticeable from 10 feet outside each cave. These places are filled with a noisome mess of rotting carcasses, bones, sticks, excrement, pelts, *etc.* The trolls dwelling in these areas have moved all of their treasure to the tribe leader's lair at 32.

The trolls will move to support each other, the troglodytes, or the bugbears if they become aware of attack through information, noise, *etc.*

NOTES:

16. 10 Trolls: hp 29, XPV 757 each
17. 16 Trolls: hp 30, XPV 773 each
18. 18 Trolls: hp 31, XPV 789 each

19-23. Cave Warren

This complex of caves and connecting passages serves as the lair of a large tribe of bugbears who are in indirect service to the drow. They have been equipped with ring mail jacks, large shields, and heavy, well-made morning stars (+2 damage bonus) by their Dark Elf masters. All details below are per bugbear.

19. 8 bugbears: hp 15, XPV 195 each; 11 gp each
20. 8 bugbears: hp 16, XPV 199 each; 14 gp each
21. 8 bugbears: hp 17, XPV 203 each; 12 gp each
22. 12 bugbears: hp 18, XPV 207 each, 19 gp each
23. 14 bugbears: hp 16, XPV 199 each; 13 gp each

24. Huge Cave

This is the den of 45 female bugbears and 62 young. There are 10 males here to guard the females and offspring. Amid the litter of bedding, food scraps, and junk is a chest with 683 cp, 397 sp, and 155 gp. The females and young will not fight unless in a life and death situation. Bugbear males are equipped as described at the beginning of this chapter.

Bugbear Females (45): hp 9; XPV 62 each
Bugbear Young (62): hp 3; XPV 14 each

25. Chief's Den

Grubblik the chief is a huge creature who attacks as a 4 die monster. With him is his son Bruzblid who is a leader. Grubblik gains a +4 damage bonus in combat; Bruzblid gains +3. They have two females of large size who fight as males and are similarly equipped (hp 14 each). Their treasure is in a large iron box with a lock (Bruzblid has the key). Inside are 3,000 gp, one piece of jewelry worth 6,000 gp, and a poisonous spider which he feeds so to keep it there to bite anyone who places a hand inside the lid. Saving throw is at +2, but damage is 5-20 due to sickness from the spider's poison.

Grubblik, Chief of the Bugbears: AC 1 (chain shirt and large shield); HD 4 (hp 30); THAC0 15; Dmg 6-12 (heavy morning star); XPV 280
Bruzblid, Son of Grubblik: AC 2 (chain shirt); HD 4 (hp 24); THAC0 15; Dmg 5-11 (heavy morning star); XPV 231

26. Additional Bugbear Warren

Twelve bugbears inhabit this area. Each has 15 gp.

Bugbears (12): hp 15; XPV 195 each

27. Sub-Chief's Cave

Ruddug is the third in command in the bugbear camp, and is nearly as large as the chief. He gains a bonus to damage. With him are two personal guards who are nearly as strong. Ruddug likes cloth, so his quarters are a mess of piles, bolts, and bales of such material. Hidden on a high ledge behind a stone is a bag with 450 sp, 130 gp, 18 pp, and 7 gems worth 50 gp each.

Ruddug, Bugbear Leader: AC 1 (chain, large shield); HD 4 (hp 25); THAC0 15; Dmg 5-11 (heavy morning star); XPV 235
Ruddug's Bugbear Guards (2): AC 2 (scale jack, large shield); HD 4 (hp 22 each); THAC0 15; Dmg 5-11 (heavy morning star); XPV 223 each

28-30 Troglodyte Caves

These areas designate the warrens of the troglodytes. (See also Areas 36-38) Here the tunnel ceilings are only about 6 feet high, and the caves themselves not much more spacious. All of these trogs are one tribe, and they work in cooperation with the trolls and bugbears. The cooperation is demanded by the Dark Elves, of course, but the inhabitants of the place have found that they are all prospering through mutual aid, so that they now come willingly to each other's assistance. Nearly everything used by the trogs is made of stone or fashioned from bone. They have a few possessions of wood, leather, or cloth, but such items are rare. Troglodyte stats are as noted at the beginning of this chapter, with the hit points and any exceptions noted in the areas themselves.

T. Unit Den: Each unit den holds a small amount of troglodyte goods—valueless junk piled into a nest, and no treasure—and a male, female, and two hatchling trogs. The male has a stone club.

Adult male trog: hp 11, XPV 58
Adult female trog: hp 7, XPV 42
Hatchling troglodytes (2): hp 5, 2, XPV 12, 9

28. Long Cave

A trog gen of 36 young males is quartered here. They have no treasure.

Trog males (36): hp 10; metal-tipped javelin (THAC0 13, Dmg 2-8) and metal battle axe (THAC0 16, Dmg 1-8); XPV 56 each, 2,016 for all 36

29. Gen Leaders

Four large trogs are lodged in the forepart of the area, while two huge ones (the elders) are housed in the northernmost portion of the gallery. Each leader wears a small medallion of gold hammered into a likeness of a human skull (worth 20 gp). The 2 elders have small rough gems (worth 10 gp each) set into their devices. On the shelf at the back of their area is a human skull sheathed in gold (worth 230 gp) with two huge garnets (worth 2,000 gp each) set in the eye holes. There are also four sheaves of javelins here, 48 in all.

Large leader trogs (4): hp 17 each; THAC0 16; metal bardiche (Dmg 2-8); XPV 116 each, 464 for all
Huge elder trogs (2): hp 22 each: THAC0 15; metal bardiche (Dmg 2-8); XPV 198 each

30. Communal Cave

This place is normally empty of activity except during tribal feasts, councils, or when the males gather to attack. There are eight immature females here at all times to tend the area.

Young female trogs (8): hp 6 each, XPV 13 each, 104 total

31. Eastern Cavern

This portion of the great cavern is filled with fungi patches which the troglodytes tend. The fungi supplies much of the food for the creatures which inhabit the place. There are narrow paths wending between these fields of mushrooms and other strange and gigantic growths. (The fungi are fed with the refuse and offal, and the place is less than fragrant.) A dim light from many of the phosphorescent lichen growths reveals the strange shapes and blotched colors of the fungi, and flame will show the colors as whites, grays, yellows, tans, browns, reds, oranges, pinks, mauves, and violets.

S positions indicate 1-4 shriekers
V positions indicate 1-4 violet fungi

Beneath the underlined patch of violet fungi (V) is hidden a 10,000 gp gem and a *jug of alchemy.*

32-35. Trolls' Den

The trolls live in relative peace with the bugbears and trogs, as explained previously. They are rewarded with food and wealth by the drow, and the cooperation with the other inhabitants of the cavern has caused them to prosper greatly.

32. Chief's Den

The tribal chief and five lesser trolls dwell here. All are stronger than average. At the back of the cave is a natural hollow which is used as the repository for the tribal wealth: 1,300 cp, 789 sp, 2,011 gp, 54 pp, 38 garnets (10 gp each), 14 pieces of jewelry (1,000 gp each), a *potion of healing*, and a bronze statuette—an idol of some weird shark god (Sekolah, venerated by the Sahaguin), which is inlaid with ivory, coral, and pearls (worth 9,500 gp intact, 5,500 gp for parts). This latter object has an undetected secret compartment in the head portion, and therein rest a pair of lenses. These crystal devices do not give off any dweomer, for they are not magical, and the wearer will detect nothing when looking through them unless he or she is in the Vault of the Drow (Chapter 12).

Troll tribal chief: hp 49; Dmg 7-10/7-10/4-14; XPV 917
Troll consorts (5): hp 40 each; Dmg 6-9/6-9/3-13; XPV 845 each, 4,225 for all

33-35. In and around these troll lairs, their rank odor is masked by the pungent reek of fungi.

33. 8 trolls: hp 28 each; XPV 749 each
34. 10 trolls: hp 31 each; XPV 773 each
35. 10 trolls: hp 26 each; XPV 733 each

36-38. Additional Troglodyte Warren

T. Unit Den: Each of these places exactly duplicates those noted before, *i.e.* one male, one female, and two hatchling trogs with no treasure.

36. Guards' Quarters

Four trogs of large size are here. They relay information to areas 37 and 38.

Large trogs (4): HD 3; hp 17 each; metal-tipped javelin (THAC0 13, Dmg 2-8) and metal battle axe (THAC0 16, Dmg 1-8); XPV 116 each, 464 total

37. Guards' Quarters

Four additional large trogs are located here.

Large trogs (4): HD 3; hp 16 each; metal-tipped javelin (THAC0 13, Dmg 2-8) and metal battle axe (THAC0 16, Dmg 1-8); XPV 113 each, 452 total

38. Trog Chief's Lair

This huge old trog has a *bastard sword +2* (no special abilities) and four metal-tipped javelins. Two of the latter are normal, but two are *javelins of lightning*; the chief isn't aware of the difference. Amidst the litter in the place are 27 gems (worth 100 gp each), a sack with 12 ingots (10 pounds each, five silver, six gold, one platinum), and one piece of platinum jewelry set with 12 gems (value 7,500 gp intact, gem value 4,600 gp). Hidden in a small cranny are four *potions of plant control*.

Trog chief: HD 6; hp 39; THAC0 13 (9 with sword, 8 with javelin); Dmg 4-10 *(bastard sword +2)* or 2-8 (javelin) or 1-6 + 20 electricity *(javelin of lightning)*; XPV 534

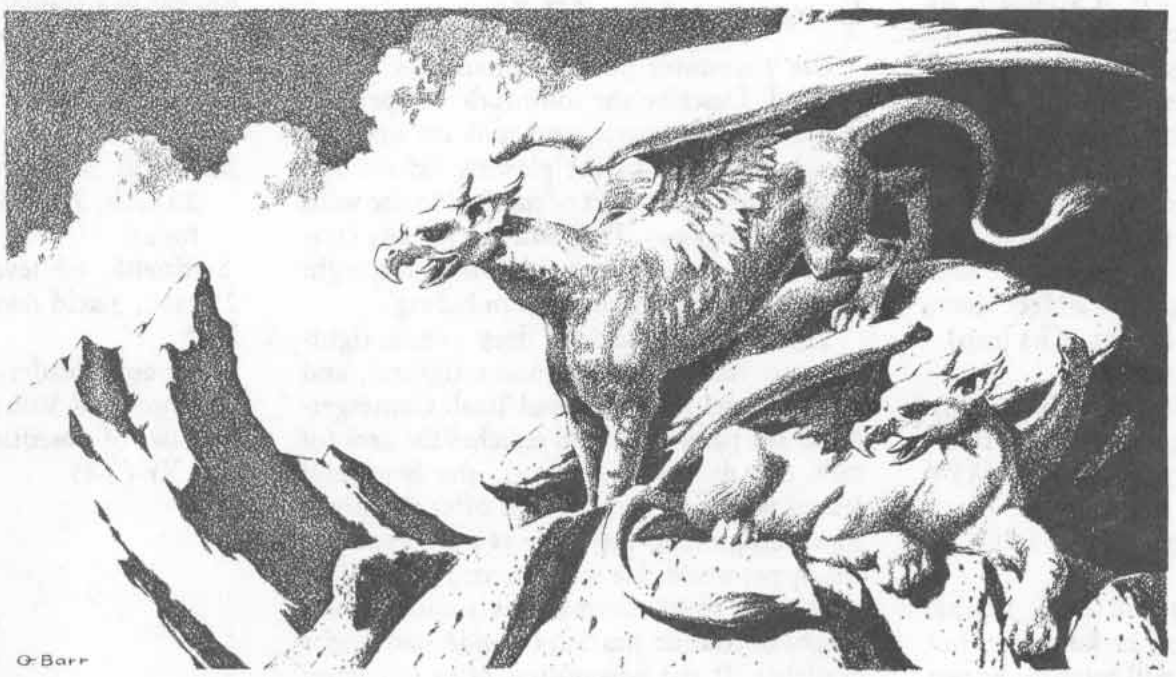
39. Side Gallery

Stabled here (at A) on chain tethers are two wyverns which the trog chief (#38) has raised from the time they hatched from eggs taken by him. He rides the larger one into battle while the other fights along beside its sibling. They will obey and follow the troglodyte chief, for they have a strange mutual liking and communicate with each other. In the southeastern spur (at B) is a shelf of rock upon which rests a huge flail which the chief uses when mounted. When he wields this weapon he has bonuses of +2 and +3 to hit and to damage, respectively, but only he can so employ it to this effect. There is no treasure with these creatures. If they are slain the chief will go absolutely mad with rage.

Wyverns (2): hp 49, 41; XPV 1,415, 1,335

40. Magic Pool

This body of clear water has absolutely no effect upon creatures who drink from it. In fact, it is often used as a watering place by cavern inhabitants, although they also use the stream that feeds it and other small collection pools here and there throughout the cavern. Furthermore, the pool does not speak or otherwise communicate in any manner. It is quite broad, and some 8 feet deep (about 2-foot contour) at its center. At this spot rest 89 gems worth 10 gp each. They are covered with a light layer of sand. If any of these gems are removed from the pool for more than 1 turn, they will turn a like number of gems within a 30-foot radius into stones of 1 gp value (quartz crystals). On the other hand, if an individual tosses 1-4 gems into the pool, he or she will find that a like number of gems in his or her possession are of better quality (flaws are cleared, so those gems are automatically one category higher). As the effect is more likely to cause 10 gp gems to become 50s, or 50 gp gems to become 100s, the drow merchant who knows the secret of this pool usually tosses only 10 gp gems into it. The pool radiates a dim dweomer, but the gems which are in it do not give off any magical aura.



CHAPTER 9:
The Journey to the Shrine

Use the Random Encounter tables noted in Chapter 6 for encounters between the warrens of the cave-dwellers and the shrine of the kuo-toans. There are in addition two encounter areas along this route.

When a random or pre-set encounter occurs, use the special encounter piece included especially for the purpose—the sample passageway sections or the encounter pieces as appropriate. Note that encountered monsters will act/react with intelligence and organization commensurate with their mentality and social development. This is especially applicable with respect to the ancient race of kuo-toa people, who have a highly structured and complex society within their shrine area.

Where the main passage nears the shrine chamber, they way becomes quite well-lit for a subterranean tunnel, with many growths of phosphorescent lichen growing along walls and ceilings, shedding a dim but constant light.

Encounter Area W-27

Use encounter piece IV for the crossing of the Svartjet River. The surface is very smooth here, as the channel is over 80 feet deep. On the far bank, in the cove shown, is moored an 8′ x 14′ barge with a sculling oar. This barge is operated by Thoopshib, a kuo-toan of great size and strength.

Thoobshib is a rogue monitor with 18 dexterity and 18/00 strength. He is quite chaotic and a bit insane. He is a 13th level for purposes of attack and saving throws, and attacks 4 times per round, always to kill. Thoopshib may be unbalanced, but he is very sly. Normally, any creature acquainted with his service will whistle or call for service, pay a fee of 1 pp (or its equivalent), and be ferried across. The solitary kuo-toan does not care who or what he transports.

If the barge is threatened or attacked, he will leap into the Svartjet and summon his only companion, a giant gar over 30 feet long. The gar stays just upstream from the crossing area, and if it is urged on by Thoopshib, it has a 15%/round chance of upsetting the barge. The gar will bite damage 80% of the time anyone is in the water there, 25% if the character is walking on the water, though only 10% if levitating or flying up to 20 feet above the water (the maximum height of its leap).

Thoopshib, Kuo-Toan Monitor: HD 13 (hp 90); THAC0 6; #AT 4; Dmg 4-10/4-10/2-5/2-5; SA/SD see special notes; XPV 6,520
Koronnah, Giant Gar: hp 65; XPV 1,200

The noise of the river will mask normal sounds from the hearing of the kuo-toan, but bright light in the cavern will certainly attract his attention. He will come forth and offer in the common speech of the underworld (undercommon) to take the party across for the proper fee each. Each time he repeats this offer (and it will not be understood by the party without magical aid or an interpreter), he has a 10% cumulative chance of going berserk and attacking.

When Thoopshib sculls the barge, it will take him only 6 rounds to travel directly across to moor the barge in the opposite bank cove. If others scull the craft, it will take twice that long, they will move diagonally downstream, and there will be no possibility of mooring the barge, so it will be carried off downstream by the current after disembarkation. If Thoopshib is somehow forced to take a party across, he will leap into the Svartjet in midstream, taking the sculling oar with him, and seek his giant gar friend. The barge will be carried downstream at a rate of 9 miles per hour. There is a 70% chance that the vessel will ground at hex B2-24, but failing that it will continue at an average speed of 5 miles per hour all the way to the Sunless Sea. Travel upriver in the barge is impossible. It is not possible to walk along the riverside.

One of the side caves serves Thoopshib as a home. He has a large pile of dried seaweed to sleep on, various shell and stone containers and utensils, and odds and ends of worthless gear are around the place. He has found a natural pot in the floor, however, and a stalagmite thrust into the mouth of this opening appears to be quite natural. Beneath this stopper he has sequestered 1,420 gp, 691 pp, 77 gems worth 10 gp each, two *potions of extra-healing*, a black metal medallion with a spider relief on one side and the head of a female drow on the other, a *poisonous cloak*, and a gold sphere (a 9-die *fireball* from a *necklace of missiles).*

Encounter Area A2-31

Use encounter piece V when this area is reached. Describe the multitude of openings available to the party, and indicate that this area is faintly lit by the glowing lichens and phosphorescent streaks of mineral in the walls of the passageway. They will *not* see any creatures or hear any noise, but there are eight svirfnebli watching them from hiding.

There are five 3rd level deep gnome fighters, two 4th level deep gnome fighters, and one 5th level leader, named Trosli Garnetgetter. If the party stops and searches the area (or calls out in friendly terms), the Svirfnebil leader will show himself and offer the peace sign, recognizing the party as creatures from the upper world. He will converse in sign language, or speak normally if some magical means of communication or understanding is available. If the adventurers offer not fewer than one 100 gp gem per deep gnome, and agree to going "halfies" on any others taken, the Svirfnebli will certainly agree to accompany the party to the shrine cavern.

The deep gnomes hate the kuo-toa people as much as they despise the drow, and this group has spied upon the shrine, for they are prospecting in the area. As they have just taken the last gems from a vein here, they are willing to get others from their enemies. Naturally, the small fighters know the passages well, and they have small secret passages which allow them to spy upon the shrine from high on the walls or from above.

Trosli Garnetgetter is of a very respected noble gnomish family. He has an ability normally possible only to deep gnomes of higher level; that is, he is able to call a creature from the Elemental Plane of Earth once per day to serve or otherwise aid him, but this Trosli is loath to do, for he must pay the elemental creature in fine gems. The creature answering the call is determined at random using the following table:

1d20	Result
1	24 HD earth elemental
2-7	16 HD earth elemental
8-12	12 HD earth elemental
13-16	8 HD earth elemental
17-19	xorn
20	summons fails

Each of the Svirfnebli has a small tablet compounded of special minerals which restore 4 hit points, while their leader has a full dozen extra of these curatives. Trosli Garnetgetter also has a pouch containing six large stones which shatter and release an obscuring gas (15′ diameter cloud, 10 feet high) when smashed by hurling against a hard surface, as well as four yellowish rocks which release poison gas in a similar cloud when smashed.

Each of these deep gnomes has double the number of gems usual to their kind, *i.e.* 10-40 worth 10 gp each.

Svirfnebli, 3rd level (5): MR 20%; AC 2; hp 20 each; 7 gas darts; XPV 305 each, 1,525 for all
Svirfnebli, 4th level (2): MR 25%; AC 1; hp 25 each; 3 acid darts; XPV 430 Each, 860 for both
Svirfneblin leader Trosli Garnetgetter: Level 5 Fighter; MR 30%; AC 0; hp 30; 3 acid darts, 6 stones of obscuring gas, 4 stones of poison gas; XPV 585

CHAPTER 10: The Shrine of the Kuo-Toans

Wandering Monsters

Encounter occurs 1 in 12; check each turn.

Western Half of the Shrine (1d8)

1. Drow Merchants, small train
2. Kuo-Toan Guards
3. Drow Merchants, large train
4. Kuo-Toan Monitor
5. Drow Merchants, medium train
6. Kuo-Toan Pilgrims
7. Kuo-Taon Priests
8. Drow merchants, small train

Eastern Half of the Shrine (1d6)

1. Kuo-Toan Pilgrims
2. Kuo-Toan Priests
2. Kuo-Toan Monitors
4. Kuo-Toan Pilgrims
5. Kuo-Toan Guards
6. Kuo-Toan Pilgrims

For kuo-toan guards, use the following group composition.

8 Warriors (2nd level fighter)
1 Sub-Leader (3rd level fighter)
1 Leader (4th level fighter)

Encounter Key

A. Pilgrim Apartment

From three to six of the kuo-toa will be found in each apartment. If five or six are indicated, one is female. All are simple 2nd level creatures and unarmed (though they may bite if threatened!). The sparsely furnished chamber will have mounds of seaweed on wooden sleeping pallets, a rough bench, a small table and several stools. Walls are about 1 1/2 feet thick, doors are of (precious here) wood with iron bindings. Each pilgrim will have 2-8 ep and pp each.

Kuo-Toa (3-6): HD 2, hp 12 (male) or 10 (female); XPV 60 (Male), 56 (Female)

B. Barracks

Each barracks chamber holds the number of troops shown in parentheses after the **B**. These are special shrine guards (hp 12 each), commanded by a sergeant of 4th level (hp 28). The arms used are:

50% with dagger, spear, and shield
50% with dagger, net, and spear
leaders have dagger and harpoon

Kuo-Toa guard: HD 2; hp 12 each; XPV 60 each
Kuo-Toa sergeant: HD 4; hp 28; XPV 222

BF. Barracks, Female

These correspond to the barracks noted above, but the soldiers therein are female kuo-toans. Each of these two areas houses 16 females armed with dagger and short bow. There are two 3rd level sergeants in command of each barracks, armed with shield, dagger, and spear.

Kuo-Toan females (16): HD 2; hp 10 each; XPV 56 each, 896 for all
Kuo-Toan sergeants (2): HD 3; hp 15 each; XPV 110 each

C. Common Room

These are areas specially set aside for pilgrims to meet, have meals, read, *etc.* There are a number of tables, benches and stools in each such room (2-6 of each). There are words of praise to "Sea Mother" painted on the walls and religious tracts on tables. There will be from 1-8 kuo-toan pilgrims in a common room at any given time.

Kuo-Toan pilgrims (1-8): HD 2; hp 12 each; XPV 60 each

M. Monitor Position

The Kuo-Toan at these positions is an always alert monk-like fighter who guards the area and assures peace and tranquility for worshippers at the shrine.

Kuo-Toan Monitor: HD 7 (hp 56); THAC0 13; XPV 1,098

1. Entrance to the Low Cavity

The party is met by a chilling scene when first they step far enough northwest to view the dimly lit space ahead. Greenish phosphorescence from lichens, coupled with a grayish luminosity from slug-like creatures as large as a man's fist which crawl everywhere (walls, ceilings, floors) give the area an undersea appearance, and a strange salt tang is in the air to enhance this impression. Directly to the north the adventurers will see a huge dark green creature, rather like a giant lobster-headed woman, with one pincer raised and the right extended ahead and open. This stone idol is detailed at location 4. The walls and pavement of this place are well-made, but very worn. Obviously, this area is old. It feels alien and foreboding. The shape of the stones and the illumination of the area are wrong to any creatures from the upper world, particularly warm-blooded ones. A glance left and right will reveal the archway to the west and the 20-foot-wide, 40-foot-high opening leading east.

As the group proceeds further into the area, they will note the stairs up to the west and the slits in the east wall of the entranceway. The bend of the eastern corridor will be noticed if the area is observed. Looking ahead, the adventurers will see that the space to the north is a great sunken area, and if they proceed closer they will observe it is an arena or pool filled with transluscent green water and surrounded by six tiers of stone benches, the whole forming a square around a raised stone platform in the middle of the 25-foot-deep depression (actually 30 feet deep with 5 feet of water in it). Northeast and northwest will be seen stone block walls with one arched entry on each side and many narrow (1' wide x 3'high) slits piercing them at about 20 feet above floor level. The whole area is quiet, but there is a definite feeling that there are other creatures about, hostile creatures, alien things.

At this point any intelligent creature observing the party will ignore it. This is a place where traffic is not uncommon, and those entering are permitted to approach the shrine and make obeisance to the Sea Monster, obtain the required "passes," and move on. (See area 3) The shrine community is organized only with respect to its guards and hierarchy, not its pilgrims or passersby.

2. Ramp and Stairs

The ramp leads to a flight of broad steps which give into the pool of water surrounding the idol. From this position it will be evident that the seats of the arena will hold about 2,000 creatures of approximately human size. The depth of water in the pool cannot be determined due to its transluscent quality. The 20-foot-tall idol atop the dais can be seen as stone. Although the rising tiers of the pyramid obstruct vision northward, it can be observed that there is some sort of opening in the northern wall of the place.

When the party descends to the place where the water meets the steps, they will have to measure with a pole of some sort, or actually enter the water, to find its depth. If the party stays on a direct route to area 3, the steps leading up to the first tier of the pyramid, they will be safe, but there are dozens and dozens of leeches elsewhere in the pool, and these will attack any warm-blooded creature at a rate of 1-4 attacks per 10 feet traveled. All are small for their kind, having only 1 hit die, but they are very hungry. Of course the kuo-toans can pass amongst these creatures without being molested.

Leeches: hp 2 each; XPV 16 each

3. Steps of the Ziggurat

If the group reaches this point they will be able to see low altar stones with shells upon them. There are 2 such containers on the first tier of the ziggurat, and other pairs on each successively higher altar. Each tier of the pyramid is 12 feet high, and the steps are steep.

These steps must be ascended by all creatures passing through, so that homage can be paid to the Goddess, an offering paid, and passage continued elsewhere. Groups coming in from other tunnels are held in waiting areas while appointed representatives perform the necessary obeisance.

First Altar: This block of white stone tinged with green splotches is relatively small (2′x2′x4′ long) and has two ordinary-looking basin-sized sea shells atop it. On the left is one filled with 337 gold pieces; on the right is a shell filled with fresh water and snail shells. (Pay 1 gp per person—excluding slaves and lowly servants, of course—and take a snail shell pass for each, and present them to the guards as usual.)

Second Altar: This stone block is blue and twice as large as the one below it. It holds two beautiful shells with silver chasing upon their edges and ridges. Upon the left the shell basin is filled with brackish water and crab claws, the one on the right contains 71 pp and 18 gems of 10 gp value each. Worshippers of the kuo-toan goddess go here and pay for a crab claw pass. The guards will accord friendly treatment and escort for 1 mile to such persons, but they must know the secret sign/countersign of worshippers of Sea Mother (fore- and middle fingers raised as a "V" as the claw of Sea Mother, the same sign from the left, with fingers pointing ahead as the counter), with the utterance of Sea Mother's true name (Blipdoolpoolp, pronounced Blibdooool-pooolp).

Third Altar: This green stone is 3′x3′x6′ long and holds two gold inlayed shells with insides of mother of pearl. The shell on the left holds salt water and live lobsters, the one on the right contains 24 white pearls (100 gp each) and 16 black pearls (500 gp each). Supplicants for a special favor from the Sea Mother take a lobster to the pool at area 15, and place it prayerfully there. Any other use of an offering is sacrilege! A gem or pearl is offered up when the lobster is taken. Approach to the tier should only be made by means of the north ramp; if any other mode of approach is observed, the kuo-toans will regard the action as defilement of the shrine and react accordingly, *i.e.* a full-scale alarm and attack.

4. Idol of Bilbdoolpoolp, Sea Mother

Upon the summit of the ziggurat stands a malachite statue 20 feet tall. It appears to be a nude human female body, with articulated shell covering the shoulders, and a lobster head and claws in place of the expected human head and arms. The right claw is open and raised, the left is open and held out about 8 feet above the floor of the tier.

The idol will not move or come to life, but it is possible to be *gated* to her court on the Elemental Plane of Water. Blibdoolpoolp's name is carved into the base of the statue in kuo-toan characters. If the extended left claw is grasped while the individual stands upon the altar, and her name is pronounced correctly, the creature is immediately transported to deep waters of the plane where Sea Mother holds court. (If the individual cannot breathe water, he, she, or it is immediately in Blibdoolpoolp's debt for having the goddess save the individual from drowning by magic spell.)

The individual coming before Sea Mother must offer the goddess 10,000-60,000 gp in pearls, or double that amount in other gems, or risk the wrath of Blibdoolpoolp. She will grant a small favor to the individual making an offering, and then return the individual to the altar before her idol. Those without offerings are *geased* not to harm, cause to be harmed, or aid in the harming of any worshippers of Sea Mother. They must further contribute 60,000 gp value in gems to the shrine (or bring a number of drow whose combined levels totals 600; Blibdoolpoolp hates the dark elves, but cannot oppose their patroness and other helpers directly!). The individuals are then returned to the altar, with the ability to speak Kuo-Toan and marked secretly so that all kuo-toans will recognize one in the service of Blibdoolpoolp.

For more information on the Sea Mother, check her entry in the LEGENDS & LORE rulebook.

Note: From the upper tier of the ziggurat the guards at area 5 can be distinguished.

5. Guard Post

There is a squad of soldiers here, eight lesser ones and two leaders. Five face to the north, five to the south. They are here to check and regain tokens of homage to Sea Monster from those who pass through the shrine cavern. Those without passes are netted, subdued, and taken to location 9 (slave pens) for incarceration and eventual sacrifice. If the soldiers are threatened, they will attempt to alert location 6. ("Corporal of the guard, post number 5!"). Four of the troopers have shield, dagger, and spear; four have dagger, net, and spear. The leaders have dagger and harpoon.

Kuo-Toan guards (8): HD 2; hp 12 each; XPV 60 each, 480 for all
Kuo-Toan leaders (2): HD 3 (hp 18, XPV 119), HD 4 (hp 28); XPV 222 each

6. Palace of the Priest-Prince

The entire north wall at this location is taken up by the palace of the kuo-toan spiritual and temporal ruler, the Priest-Prince Va-Guulgh. Upon the steps of the palace are posted eight soldiers and two leaders, exactly as in area 5. A herald is here as well, armed as the leaders and bearing a shell horn upon which an alarm is blown if the area is under attack. This alerts positions 5, 30, 32, and the barracks 60′ immediately southwest. Other positions can hear the alarm, but it must be sounded a second time to alert ALL soldiers to come to the palace. If it is blown a third time, all kuo-toans in the shrine cavern will then come to battle with the enemy.

The ancient facade of the palace is carved from living rock. Upon it are pillars and columns, hewn so as to give the place an imposing aura. Upon its walls are bas-relief figures of all sorts of sea creatures and kuo-toans carved so as to present the appearance of coming towards the entrance of the palace. Crab-like creatures with kuo-toan heads are carved into the stone near the doorway, the stony gaze of these weird sentinels appearing to fall upon all who ascend the steps.

Four of the troops have shield, dagger, and spear; four have dagger, net, and spear. The leaders and herald have dagger and harpoon.

Kuo-Toan guards (8): HD 2; hp 12 each; XPV 60 each, 480 for all
Kuo-Toan leaders (2): HD 3 (hp 18) XPV 119, HD 4 (hp 28); XPV 222 each
Kuo-Toan herald: HD 6 (hp 42); XPV 552

7. Throne Room of Va-Guulgh

Immediately to the north of the arched entrance to the throne room is a low dais with a shell throne upon it. The throne is a strange chair carved of white coral set about with rare shells and sculptings in ornamental stone of octopi, crabs, eels, and fish. There are 32 light-colored pearls (100 gp each) and 16 of darker color (500 gp each) set as eyes for these sculptures, and there are four figures or crabs fashioned from precious red coral (worth 6,000 gp each) which can be pried from the settings of the throne.

Flanking the throne are a pair of malachite statues 7 feet tall, each resting on a pedestal 3 feet high—copies of the idol of Sea Mother in the shrine area. They have no value and hide nothing. Each, however, radiates a faint dweomer, as Blibdoolpoolp uses them to view what happens in the chamber. (There is a 50% chance that she will do so on any given turn.)

The floor of the palace is of polished serpentine, and the six pillars in the chamber are carved of white marble in the form of water spouts. The whole place is alive with a shifting green luminosity from the glowing green and gold ceiling overhead.

The throne room is guarded by six cleric/

assassins, one before each pillar. Each is armed with dagger, harpoon, and garrote. They will attack any intruder in the most effective manner.

Kuo-Toan Chief Whips (6): Level 6/6 Cleric/Assassins; hp 42; THAC0 18; SA/SD see special notes; XPV 2404 each, 14,424 for all; Spells:
First Level: *cure light wounds, darkness, fear*
Second Level: varies by cleric, as follows.
3 clerics: *hold person, chant, detect charm*
2 clerics: *hold person, know alignment, resist fire*
1 cleric: *hold person, know alignment, silence 15′ radius*
Third Level: *blindness, dispel magic*
magic, prayer
Fourth Level: *cause serious wounds, tongues*
Fifth Level: *plane shift, true seeing*

The eastern archway leads to a private audience chamber and council room. It has an upper balcony which extends along three sides of the place. There is a long stone table, a throne chair, and six smaller stone chairs in the center. There is nothing of value, although the wall murals of undersea scenes, inlaid in bits of colored stone, appear valuable to those not able to determine the worth of the minerals used to form them. In other respects this place is much the same as the throne room.

8. Private Wing

The western wing of the palace is given over to the personal pool of Va-Guulgh, and it is here that he entertains honored and important guests. All the area is of green stone—serpentine, malachite and azurite, carved so that they go from green to blue in their upper parts. The waters of the pool are of translucent green, and here it is likely that the priest-prince will be deporting (unless an alarm has been sounded).

There are two 4th level fighters, one to either side of the pool, who guard the ruler. Each has 26 hit points, but neither is armed. They will give warning of any intruder. Va-Guulgh wears only a harness with a dagger, and is a Level 10/10 cleric/assassin.

Kuo-Toan Guard: HD 4; hp 26; unarmed; XPV 222
Va-Guulgh the Mighty, Priest-Prince of the Kuo-Toa: Level 10/10 Cleric/Assassin; hp 90; THAC0 12; #AT 2; Dmg 2-5 each (dagger, bite); SA/SD see special notes; XPV 15,250; Spells:
First Level: *command, cure light wounds, detect magic, protection from evil, protection from good*
Second Level: *hold person, resist fire, silence 15′ radius, spiritual hammer*
Third Level: *continual darkness, dispel*

If given the chance, Va-Guulgh will flee through the secret door to the western secret room if threatened by powerful antagonists. Otherwise, he will attempt to seek safety in the bottom of the pool, where various fish, shellfish, crabs, turtles, and other creatures will obey his commands to obscure his movements and hinder the passage of any enemies. (There are several large clams which can hold a limb with strength of 18/01). If this fails, he will either go down to the rooms in the lower area or fight to the death.

Secret Room: This small area is known only to the ruler of the place. The door has an iron bar, and Va-Guulgh will use it to secure the door from any chasing him. He will then proceed to equip himself with a pair of *boots of speed*, a charged *ring of protection +3* (which has 6 charges for saving throw purposes before it is finally drained and useless), and a *trident of submission*. There is also a pouch of 20 black pearls (500 gp each) there, which he will attach to his harness. If the priest-prince conceives the situation to be hopeless, he will abandon the shrine entirely, making for the Svarjet or Pitchy Flow with all haste to alert the main community of kuo-toa people of the dire events at the shrine. If the situation can be recovered, he will attempt to rally his troops and counterattack.

Lower Area: The stairs to the south lead westwards to a lower complex of rooms, each secured by a very thick wooden door with iron bindings (these rooms are shown by the dashed lines beneath area 32).

The two rooms to the south and east are those of the priest-prince. He has various items of furnishing there, including a couch, four chairs, two large tables, a small table, two benches, and a large cabinet in which are several special ceremonial robes embroidered with shells and sewn with seed pearls (value 3 x 1,000 gp, 1,600 gp, and 2,750 gp respectively). In the far chamber is a chest with his personal arms, a shield, a spear, and a mantrap. In a secret compartment within a shell ewer of no particular value are hidden three pairs of rose quarts lenses (these cusps are of use to those who adventure in the drow vault area Chapter 12) and two brooch-like pins, one a pair of silver daggers inscribed *Everhate*, the other an adamantium miniature of a mace with *Despana* written in drow runes thereon.

The six small rooms (about 10′ x 15′) are the cells of the personal attendants of the ruler, the 6th/6th level cleric/assassins detailed above. Amongst their personal effects and a pallet of seaweed will be found 1-100 each of sp, gp, and pp plus 2-12 gems worth 50 gp each. The four rooms to the west and south are storage chambers for food, seaweed, and various worthless items. There are, however, two large casks of brandy which have no great value, but if they are sampled there is a 10% chance per individual drinking that too much will be imbibed, thus causing the individual to become noisy and clumsy (−2 on dexterity in all attacks).

9. Passage to the Slave Quarters

The worn stones along this tunnel indicate it has seen the passage of countless score of feet. The kuo-toans keep their numerous slaves penned below. The stairs lead down into a guard room where four troops and their leader (who carries the keys to all of the doors in the slave area) are on duty. This area, like those above, is well lit by underworld standards. All doors are of bronze and iron.

The troops have dagger, net, and spear. The leader has dagger and harpoon.

Kuo-Toan guards (4): HD 2; hp 12 each; XPV 60 each, 240 for all
Kuo-Toan serjeant: HD 4; hp 28; XPV 222

To the east and west of the guard room are two general slave barracks rooms of 20′ x 70′ size. The western room holds three gnolls, one half-orc, two hobgoblins, two lizardmen, nine orcs, and eight troglodytes. The eastern chamber contains two dwarves, three Svirfnebli, and 21 humans (one of whom is a 7th level paladin, Ratenef).

All slaves are fairly well acquainted with the normal parts of the shrine cavern, especially the orcs and deep gnomes. Freed slaves will happily kill kuo-toans; whether or not they will help liberators directly is a function of alignment and treatment as well as initial reaction.

Ratenef: AL LG; Level 7 Paladin; MV 9″; AC 9; hp 60; THAC0 16; #AT 3/2; Dmg 0 (unarmed, but partial to two-handed swords); XPV 955
S 17 I 14 W 16 D 17 Co 17 Ch 15

The corridor north leads to a dozen small ll cells. In the first pair are two bugbears each, the next pair is empty, there are two trolls in the next two, and again two empty cells, then a drow merchant of the puffball clan (with the clan pin hidden inside his boot—an enameled tan brooch shaped like a puffball mushroom, useful in dealing with the drow), chained to the wall, and in the last cell is a pair of ghasts. Empty cells usually contain filthy seaweed bedding and some scattered and gnawed bones.

The large room to the west is a standard torture chamber, with the usual rack, iron boot, chains, irons, *etc.* The place at the far (north) end of the line of cells is a disused storage chamber, with a few barrels and crates of provisions in the forepart, and junk stuffed into the back. Behind this refuse is a concealed escape tunnel which leads north about 40 feet to a 60-foot-deep sinkhole. The sinkhole gives onto a natural passageway which eventually ends in a shaft upwards into the secondary passage northwest (about a mile north of the shrine cavern).

10. Meditation Rooms

These chambers are provided for the use of pilgrims and regular inhabitants of the shrine area to read various writing pertaining to Sea Mother and her works. There are four stone tables, two stone benches and eight bone stools in each room. Besides short tracts, there are 27 scrolls and 18 books in each place, and these items are worth 1,000 gp and 2,500 gp respectively if brought to the upper world and sold to a book dealer or religious college. In both of these rooms the party will note a tract-like sheet which contains writings in elf and in kuo-toan. The latter is a translation of an account of an elf who escaped from the homeland of the dark elves. The fragment says:

> "...and these degenerate filth continue to consort with all manner of foul things and d- (smear destroys several words) but this does not mean that they are particularly watchful for trespassers. Any wearing a cloak of sickening (another smear here) can move freely about, and the merchant clans and noble houses employ all sorts of servants and slaves who roam through the black and debauched City of (smear) -ng the brooches. Most of these abominations worship the disgusting creature they call Mother of Lusts, and if I could only..."
>
> The fragment ends here.

The kuo-toans use this to emphasize the badness of the drow who do not worship Sea Mother.

11. Training Rooms

These chambers are for the training of assassins. There are dummies and charts of kuo-toans, deep gnomes, drow, trog, humans, *etc.* A few common weapons are strewn about, but there is absolutely nothing of real value in either room.

12. Fighting Instruction Rooms

Hung about the walls of this place are various daggers, spears, nets, shields and harpoons. It is here that kuo-toan fighters practice to hone the edge of their weapon skills. All of the weaponry is quite normal. Floor area is clear for fighting. In the eastern room, two 5th level fighters practice with net and spear against shield and spear. In the other room are four troopers of 2nd level trying net and spear vs. the same, and shield and spear vs. the same.

Kuo-Toan fighters (2): HD 5; hp 35 each; XPV 345 each
Kuo-Toan fighters (4): HD 2; hp 12 each XPV 60 each

13. Library

This chamber is the repository for countless works on clericism, fighting, assassination, arms, combat, and tactics. There are 1,786 various folios, scrolls, books, and collections in kuo-toan and drow of no more than 10-100 gp value if sold to a book dealer of the upper world. There are many shelves and pigeonholes, racks and cabinets holding these works and single sheet folders as well. Four small wooden desks, four chairs, a bench, and two long tables are in the room.

There are six light globes suspended from the ceiling, each of which holds a phosphorescent liquid which gives a yellowish green light. If the chain of the 5th is pulled, let loose, and then pulled down strongly, a secret compartment in the north central wall will open. Note that this small space cannot be detected by magical means other than *true seeing*, and it is lined with sheets of bronze and lead inside so as to prevent magical viewing or the radiation of magic from its contents. Inside this nook are stored a map of the shrine area (which does not show the secret doors and exits!) and a black iron box. The box is locked and *cursed* with a *plane shift* which will move the first creature touching it to the Eternal Plane of Fire unless the word *sloolbpah* is pronounced. Inside the box are a *Manual of Gainful Exercise*, a *Tome of Understanding* and a *Grim Grimoire*, a nonesuch work which will cause the loss of 20,000 experience points from any reader except a thief or an assassin—a thief gains or loses nothing, but an assassin will gain 1 level of experience from reading and pondering its contents for 1 month). As all of these works are scribed in kuo-toan, reading them might be troublesome.

14. Breeding Pool

This is where the kuo-toan females lay their eggs, and the males then fertilize them with milt. The pool is about 42 feet deep in the center. There are presently four females and 11 males spawning. If they are disturbed, the females will not fight, but the males will fight at double normal level and damage. There is a jade idol of Sea Mother with pearl eyes (1,000 gp each) worth 19,000 gp at the exact center of the pool. It weighs 35 pounds.

Kuo-Toan females (4): HD 2; hp 10 each; XPV 56 each
Kuo-Toan males (11): HD 2; hp 24 each; THAC0 15; Dmg 4-10 (bite); XPV 60 each

15. Offerings Pool

Devotees of Blibdoolpoolp bring their live lobster offerings to this place and toss them into its bluish green waters. (The diamond-shaped pool is ritually emptied by servants of the priest-prince, who gains the benefits of the sacrifices as table fare.) There are 10 soldiers here, eight troops and two leaders. There are in addition four archers, a pair at the mouths of the corridor north and that west. All the soldiers are alert, watching the area and area 14 as well.

Four of the troops have shield, dagger, and spear; four have dagger, net, and spear. The leaders have dagger and harpoon. Each archer is armed with dagger, short bow, and a quiver of 20 arrows.

Kuo-Toan soldiers (8): HD 2; hp 12 each; XPV 60 each, 480 for all
Kuo-Toan archers (4): HD 2; hp 12 each; XPV 60 each, 240 for all
Kuo-Toan leaders (2): HD 3 (hp 18, XPV 119), HD 4 (hp 24, XPV 222)

16. Fingerling Pool

The young of the kuo-toans are raised in these pools until they are about a year old and nearly 2 feet tall. (At this time their lungs are capable of breathing air, and they are brought out and taken to the main city for raising and training.) There are 315 tiny, 161 small, 43 medium, and nine large fingerlings in these 20-foot-deep pools. Four female fighters guard the pool, armed with dagger, net, and spear.

Kuo-Toan fighters (4): HD 2; hp 10 each; XPV 56 each, 224 for all

17. Royal Spawning Pool

Only the ruler of the shrine area and his concubines (see area 28) may use this pool. It is 40 feet deep and its bottom is strewn with 311 large gems (100 gp each). Four female fighters are in pairs guarding the two arched entrances to the place, and another pair is stationed to the north.

Each guard has shield and dagger, and a spear which is tipped with a one-time-only paralyzing substance coating its head (save vs. poison or be paralyzed 2-8 days).

Kuo-Toan Guards (6): HD 4; hp 24 each; XPV 206 each, 1,236 for all

18. Royal Fingerling Pool

The seven large fingerlings in the pool here, the spawn of Va-Guulgh, are swimming happily about in the greenish 20-foot depths of the water. Beside the pool are two platinum basins (12 inches deep by 18 inches across, 10 pounds each) used to bring food to these creatures. The value of each basin in perfect condition is 5,800 gp, or half that if damaged.

19. Guard Room

This chamber is furnished with 19 narrow pallets covered with dried seaweed and silk cloths. There are a small table and two benches also.

This is the quarters of the female guards, and there are four here at present. Each has shield and dagger, and a spear which is tipped with a one-time-only paralyzing substance coating its head (save vs. poison or be paralyzed 2-8 days).

Kuo-Toan Guards (6): HD 4; hp 24 each; XPV 206 each, 1,236 for all

20. Seraglio

The walls of this place are draped with gauzy green hangings of no value, but they hide the stone behind. The six concubines of the priest-prince dwell here. They are indolent and pampered, and they will not fight. Each has a couch, various personal effects, and the following jewelry: a necklace (5,000 gp), an armband (2,000 gp), and three ornamental fin-clips (600 gp each). Also on the three tables about the place are 11 gold vessels (450 gp each) and 14 silver ones (75 gp each). The weight of any one utensil is 15 pounds.

Kuo-Toan females (6): HD 2; hp 10 each; XPV 56, 336 total

21. Common Pool

This large body of water is 4 feet deep at the west entry, but 80 feet deep at the middle. It is filled with various types of small fish and other water creatures. The kuo-toans come here to exercise and sometimes feed on these live fish as well. There are 13 males and three females swimming here, all unarmed. They will viciously attack any warm-blooded creature entering the waters of this black pool.

Kuo-Toan males (13): HD 2; hp 12 each; XPV 60 each, 780 for all
Kuo-Toan females (3): HD 2; hp 10 each; XPV 56 each, 168 for all

22. Officers' Quarters

These areas are furnished with the few stark items typical to kuo-toan existence—pallets for each individual, a few stools, small wooden tables, and pegs in the walls ready to accept harness or weapons.

East Section: Here the 10th level captain is quartered. His pouch contains 20 sp, 20 gp, and 20 pp. Inside one of the harnesses hanging from a peg are sewn 40 yellow pearls worth 100 gp each.

The Captain gains bonuses of +2/+4 to hit and to damage (respectively, the former included below). He has a shield, two daggers, a spear, and a harpoon, all nearby.

Kuo-Toan Captain: HD 10; hp 90; THAC0 10; #AT 3; Dmg 2-5 (bite) and two weapon attacks (+4 damage bonus); SA/SD see special notes; XPV 3,060

West Section: There are two lieutenants quartered in this part of the area. Each has 10 sp, 10 gp, 10 pp, and five white pearls (100 gp each). Each is armed with dagger and has spear, net, and harpoon at hand, with shield hanging nearby.

Kuo-Toan Lieutenants (2): HD 8; hp 64 each; XPV 1,365 each

23. Sergeants' Quarters

Twelve of these minor fighting leaders dwell in this chamber. The typical furnishings include 16 pallets, two benches, four stools and a long table. Each fighter has one sp, gp, and pp per level. A chest in the room contains 120 sp, 200 gp, and 78 pp.

Each fighter has dagger and harpoon at hand, and shields, spears, and nets are hung on nearby wall pegs.

Kuo-Toan leaders of 3 HD (5): hp 18 each; XPV 119 each
Kuo-Toan leaders of 4 HD (4): hp 28 each; XPV 222 each
Kuo-Toan leaders of 5 HD (2): hp 35 each; XPV 345 each
Kuo-Toan leader of 6 HD: hp 42; XPV 522

24. Quarters of Va-Guulgh's Female Guards

There are 24 pallets and stools here, with three tables and six benches. This is the quarters for eight guards currently stationed at the royal areas and 16 others, the latter group being present and off-duty. Each guard carries 10 pp and four white pearls (100 gp each) on her person. The on-duty troops' wealth is hidden in their seaweed mattresses.

Each fighter has a dagger, spear, and shield nearby.

Kuo-Toan Fighters (16): HD 4; hp 24 each, XPV 222 each, 3,552 for all

25. Armory

This large chamber has racks full of the following:

40	soldier harnesses
150	shields
250	applications of shield glue
30	nets
60	short bows
60	empty quivers
1000	arrows
200	spears
100	daggers
40	harpoons
	1 container (60 applications) of paralysis poison

There are also some boxes with drow weapons, but these are all so old and corroded as to be useless. There are 12 *bucklers +1*, 12 *shortswords +1*, 14 *daggers +1*, and six hand crossbows with 28 bolts. (If these items are used they will break immediately upon any employment, though if the attack succeeds, 10-80% of the normal damage is inflicted nevertheless.)

26. Storage Chamber

This area is filled to overflowing with bales, boxes, crates, barrels, trunks, hogsheads, and kegs-stacked and piled all over, with only narrow paths between them. All of the containers are of small worth, being dried fish, seaweed, cheap cloth, fish skins and scales, shells, bone meal, carved bone items, and similar goods used in trade.

27. Monitors' Quarters

There are a dozen monitors in the shrine cavern. Six are in various places as noted elsewhere, one is just outside this chamber, and five are within. These five spend their off-duty hours practicing hand-to-hand fighting. The chamber has only 12 pallets in it, but the floor is covered with piles of dried seaweed here and there. Under one such pile is a loose stone concealing 60 gems (50 gp each). Each monitor carries a pouch with 20 pp.

Kuo-Toan Monitors (6): HD 7; hp 56; XPV 1,098 each, 6,588 for all

28. Secret Passageway

This corridor leads to a very deep well (6 feet to water, then 60 feet deep). The well shaft leads to a circular conduit of 6′ diameter. This pipe connects areas 14, 17, and 21 by secret entrances in each pool bottom. On the pool side these appear to be normal stone blocks, each about 2 feet square.

The iron door of a hidden trapdoor is concealed under a small flagstone. The 2-foot-

square block is about 6 inches thick and very heavy. It opens to a small square shaft leading down by iron rungs 16 feet to a 5-foot- wide passage to area 29. The passage widens to 10 feet after 40 feet east.

29. Secret Sunken Chamber

The passage into the room and the chamber itself are about 7 feet from floor to ceiling. Only the priest-prince knows of this place. It is a secret passed from ruler to ruler. The wealth of the shrine is stored here, wealth from decade upon decade of contribution and sacrifice to Sea Mother, as well as tax and trade monies. There are 7 large chests in the room, each of about 3 feet high by 3 1/2 feet depth, by 4 1/2 feet long. Each of these chests is described below, for some are cleverly trapped.

Chest #1

This bronze chest has an ancient lock. It is filled with 8,124 shells which are precious to kuo-toans but are otherwise valueless. Moving this chest from the stone it rests upon triggers the mechanism which causes a 10-foot-thick stone block to seal off the whole room.

Chest #2

This is a heavy wood and iron box with a great iron padlock on it. Inside are 48,912 gp.

Chest #3

This is an iron chest with a secret catch lock. It holds 2,440 pp and a great silk altar cloth wrapped about three gold service pieces set with pearls (60,000 gp for the set, or 36,000 gp for the pearls only).

Chest #4

This bronze and iron chest has two iron bars attached by rings on the back side. When the lid is unlocked and lifted, the bars are depressed to trigger a 10-foot-wide by 20-foot-long trap door which swings down to drop all standing on it into a 70-foot-deep pit. The last 10 feet of the pit are water filled, so the fall inflicts only 1-8 points of damage, but any armored victim drown in 2 rounds unless able to climb, fly, or breathe water. The chest holds 5,320 sp, 2,100 ep, 12 *potions of water breathing*, a *helm of underwater vision*, and *gauntlets of swimming and climbing*.

Chest #5

This is an iron-bound wooden trunk which is not locked. Inside are 100 copper ingots (10 pounds each), atop which is a coral coffer (worth 1,000 gp) containing 188 gems (10 gp each). The twenty ingots at the bottom weigh 25 pounds each, for they are platinum with copper plating. This will not be apparent unless most of the ingots are lifted out of the chest.

Chest #6

This locked bronze chest is trapped as is #1; moving it seals the chamber with a 10-foot-thick stone block. The chest holds 12 pieces of jewelry (500 gp each), a bone tube containing a scroll of three cleric spells *(lower water, true seeing, restoration)*, and an icon of Blibdoolpoolp set with 10 white pearls (100 gp each). Anyone touching the icon must save vs. spells or be transported (with equipment) to the Elemental Plane of Water, to stand before the goddess herself. The saving throw is required each time the icon is touched anew. (And Sea Mother will be angry at those looting her servant's treasure room.)

Chest #7

This is a locked chest plated silver over iron, worth 3,000 gp. All of the seams and cracks of the chest are also filled with silver solder. Inside is a jeweled medallion worth 25,000 gp (15,000 for gems alone) and a very powerful spectre, which is trapped inside by the solder. It which will attack the first creature it sees.

Spectre: hp 59; XPV 2,240

30. Guard Post

The eight female soldiers herein are commanded by two higher level types, also female. Each leader has shield, dagger, and spear. Each soldier has dagger, shortbow, and 20 arrows.

Kuo-Toan soldiers (8): HD 2; hp 10 each; XPV 60 each, 480 for all
Kuo-Toan leaders (2): HD 3; hp 15 each; XPV 110 each

31. Guard Post

This position has the standard squad of eight soldiers and two leaders. Each leader has the usual dagger and harpoon. Four soldiers have dagger, net and spear; the other four have shield, dagger, and spear.

Kuo-Toan soldiers (8): HD 2; hp 12 each; XPV 60 each, 480 total
Kuo-Toan leaders (2): HD 3 (hp 18, XPV 119), HD 4 (hp 28, XPV 222)

31. Guard Post

In addition to a standard squad (as per area 30), here are also four female archers, each with dagger, shortbow, and a quiver of 20 arrows. Four of the soldiers have shield, dagger, and spear; four have dagger, net, and spear. The leaders have dagger and harpoon.

Kuo-Toan guards (8): HD 2; hp 12 each; XPV 60 each, 480 for all
Kuo-Toan archers (4): HD 2; hp 10 each; XPV 56 each, 224 for all
Kuo-Toan leaders (2): HD 3 (hp 18, XPV 119), HD 4 (hp 28, XPV 222)

33. Quarters of the Whips

As the monitors enforce the social decorum of the shrine, the whips see that the religious political order is kept. These spartan quarters are for the six who are enforcers of the order. There are only six pallets and one table with two benches in the place.

The three apartments nearby (W) house whips of slightly larger size. Each of these enforcers uses shield and long sword after throwing nets to entangle opponents. They also have garrotes in harness pouches. They act in concert on any occasion demanding it.

Each whip has 2 sp, gp, and pp for each level *(i.e.* 6 or 8 of each coin). In addition, each has 1 white pearl (100 gp) per level hidden inside his harness.

Kuo-Toan Whips (6): Level 3/3 Fighter/Assassins; hp 18 each; XPV 260 each, 1560 for all
Kuo-Toan Whips (3): Level 4/4 Fighter/Assassins; hp 28 each; XPV 468 each, 1404 for all

34. Chambers of the Chief Whip

The dedicated Quolp-Ool, chief whip and confidant of the priest-prince, is quartered here. Although his room is as spartan as the others, Quolp-Ool has a small iron box hidden in the wall of the place. Inside are 366 sp, 291 gp, and 98 pp. Behind the box, and concealed by rock dust, is a small case made of rare shells. It contains a string of perfectly matched pearls (18,500 gp intact, 15,600 gp separated) and 12 pearls (100 gp each).

The chief whip wears a *ring of invisibility* (for dealing with intruders), drow boots, and drow weapons *(shortsword +2, dagger +2)*. He also carries the usual kuo-toan shield, and a garrote is tucked into his harness. Quolp-Ool will rush to any disturbance in the place, armed and ready.

Chief Whip Quolp-Ool: Level 7/7 Fighter/Assassin; hp 56; THAC0 14 (12 with drow weapon); SA/SD equipment as noted above, and see special notes; XPV 2,584

35. Locked Room

This second of Quolp-Ool's rooms is closed by a heavy door, and the chief whip carries the only key to it. The room is bare of furnishings, save only a pile of dried seaweed. Inside is a noble drow female, Derinnil of House Noquar. She is held in durance vile by the chief whip, and is slated for formal torture soon, to learn the drow plans against the kuo-toan

people and the current state of affairs amongst the dark elves' noble houses.

Derinnil is chained to the wall with short fetters. She will volunteer to aid and guide rescuers (but will of course betray them at first opportunity). Once freed of chains she can use each of the spells usable by all female drow. Derinnil does not fear death, but she will certainly do her utmost to avoid it if possible! She will not betray her house, nor will she compromise the safety of the drow community, but anything else is fair game (so to speak).

Carefully hidden in the lining of Derinnil's left boot is her bronze brooch depicting the head of a nightmare, with a reverse inscription in drow, *Noquar.*

Derinnil of house Noquar: AL CE; Level 9 Fighter; MV 15"; AC 5; hp 62; THAC0 12; #AT 3/2; Dmg 0 (unarmed); XPV 1,944
S 16 I 16 W 13 D 18 Co 15 Ch 17

CHAPTER 11: The Borders of the Drow Kingdom

The path from the realms of the kuo-toans plunge further into the darkness, the primary passage well-worked and illuminated by the ghostly images of phosphorescent lichens. The secondary and tertiary passages are less brightly lit, and far ahead in those passage, the characters can hear occasionally the moans and gibbering of a creature in pain, terminated by by a scream of agony, from sources unknown, finally fading into absolute silence.

Use the tables provided in Chapter 6 for random encounters, plus the three pre-set encounters in this chapter. As the characters approach the Vault of the Drow, certain encounters become more common (including demons in the tertiary passages).

Encounter Area Q2-49

Use piece VII from the special map for this encounter. All passages, save the northeastern one directly to the drow vault, debouch into a large chamber directly below a massive wall with sentries pacing its battlements. This chamber is 130 feet long, 120 feet wide, and 150 feet high along its great central dome's apex. Buttresses and flying arches carved from living rock support the massive roof of the cavern, and its side walls are polished smooth to a height of about 35 feet. Vegetation and minerals give a bluish glow to the area, a dim and shadowless light.

The northeastern quadrant of the chamber is guarded by a stone wall, 8 feet thick and 30 feet high not counting its 7-foot crest, a crennelated battlement pierced with small crosslets. There are two massive gates fashioned of beaten bronze, protected with long spikes which point outward and prevent any creature from forcing these valves by body pressure. Each gate opens inward by windlass and counterweight. In the area behind the wall are two buildings, 20 feet tall, with a 4-foot-high parapet along the courtyard sides. Each is pierced with narrow slits closed from the inside with bronze shutters, and each has but a single door, also of bronze and bristling with spikes.

The wall is patrolled by four male drow fighters, whose equipment includes 10-foot-long long military forks. Below at the gates are four additional 2nd level male drow, equipped as are those on the wall but without military forks. With these gate tenders is a 5th level male drow leader.

Combat note: Those defending behind a parapet gain a −2 AC bonus; those on a crennelated battlement gain −4. Increase missile ranges by 10 feet for every 15 feet of wall height; a hand crossbow fired from the wall has a range of 80 feet. Additional range is always *long*.

Inside the long eastern building are two dozen cots, and 16 guards are usually off duty here. In a rack to the right of the door are 12 military forks. There are pegs along the walls for garments and personal gear, and each soldier has his own small trunk. In addition, a long benched table and two small chairs are readily seen. The stairs lead to a trapdoor to the roof (and an additional flight of steps to the battlement). Stored under the stairs are four boxes of provisions, a large barrel of water, a smaller barrel with violet-colored wine, and a box containing 24 pouches, each of which holds 10 small poisoned crossbow bolts.

The western building houses the drow leaders, two other 5th level male fighters and their fighter/magic-user commander. There are four beds in the room, separated by small folding screens. Near each bed is a small chest, a chair, and a small writing table with parchment, quill, and various orders. In the forepart of the place is a table and four chairs with various pieces of silver dinnerware (but worth only the value of their weight in silver, as they are plain). Each small trunk contains a jeweled goblet (three of 3,000 gp and one of 5,000 gp value), and the commander's holds 10 gems (100 gp each) and a platinum tube (1,000 gp) containing a scroll of four spells (*charm monster, invisible stalker, lightning bolt, passwall*). In the storage area underneath the stairs which lead to the roof are two ration boxes, a tun of water, a cask of wine, a crate with 18 poisoned javelins, a small wooden trunk with 20 blank parchment scrolls, a large hamper filled with blankets, and a locked iron chest covered with an old blanket. Inside the chest are four black metal medallions (with a spider on one face and a female drow on the other) on fine chains, a pale green robe, two pairs of tinted lenses, four *potions of healing*, and two *potions of plant control.*

Each drow carries 1-6 pp per level of experience and 1-6 gems (10 gp each).

Guards (24 males): MR 54%: AC 1; HD 2 (hp 10 each); THAC0 20; *chain +1, buckler +1, shortsword +1*, hand crossbow with 10 poisoned bolts, military fork; XPV 138 each, 3,312 for all

Leaders (3 males): MR 58%; AC −2; HD 5 (hp 23 each); THAC0 18; *chain +2, buckler +2, shortsword +2, dagger +2*, atlatl with three poisoned javelins; XPV 475 each, 1,425 for all

Framentza, Outpost Commander: Level 6/7 Fighter/Magic-User; hp 33; MR 64%; AC −5; THAC0 16; *chain +3, buckler +3, shortsword +3, dagger +2, wand of viscous globs* (48 charges), *wings of flying*; XPV 5,112; Spells:

First Level: *burning hands, charm person, comprehend languages, magic missile*

Second Level: *mirror image, ray of enfeeblement, web*

Third Level: *fireball, hold person*

Fourth Level: *wall of fire*

Encounter Area R2-47

Use encounter piece VIII for this meeting. The area has a *permanent illusion* cast over it. As soon as the PCs step out of a tunnel mouth, they see the following. A starry sky gleams overhead, and a bright crescent moon beams down upon the place, filling it with soft white light. Flowering dwarf trees and blooming shrubs and bushes circle the central garden, and beautiful flowers bloom everywhere. The perfume of jasmine, magnolias, lilacs, orange blossoms, honeysuckle, and camellias fill the air with so heady a scent as to make one gasp. There is a particularly lovely grotto in the center of the place, lustrous marble steps leading down to a rose-surrounded statue of alabaster—a breathtaking sculpture of a nude human female poised gracefully with one hand outstretched as if to pluck a rose. Several small birds can be heard twittering amidst the branches of the leafy bushes and shrubs, while a nightingale sings its sweet song from high atop a tree.

The statue is Silussa, a succubus. She produces one *charm person* effect per round until her true nature is discovered. When this occurs, she uses *suggestion* to cause disorganization and dissent. When the PCs first come into the place, or if they are in doubt about what they know, she uses *ESP* for guidance. If seriously threatened by attacks or faced with death, she will become *ethereal*. In no event will she *gate* in another demon, for she relies upon the aid of her paramour, Belgos.

The twittering birds are actually 60 bats hanging about the walls of the cavern, and 40 giant rats around the walls. They have informed their master of the approach of the party, and upon his command the bats flutter up and obscure vision while the rats attack. Any hit will kill a bat.

The master of the bats and rats is Silussa's lover, a male drow vampire named Belgos, who is in bat form when the party enters. When as the PCs become aware that something is amiss, he orders his minions to attack, and at some point thereafter changes to drow form and attacks personally—first by *charm* gaze, then by physical blows. Belgos is absolutely fearless and 75% likely to strike aside any holy symbol before him (even though such action will cause him 2-12 points of damage). He will do his utmost to prevent any creature from going northwest from the area toward the drow vault.

If Silussa is attacked, Belgos gains a +1 bonus to hit and to damage.

Giant Rats (40): hp 2 each; XPV 4 each

Normal Bats (60): hp 1 each; XPV 1 each

Silussa the Succubus: hp 40; XPV 2,340

Belgos, male Drow Vampire: AL CE; INT Exc; SZ M; MV 12″/18″ (MC B); MR 66%: AC 0; HD 8+3 (hp 57); THAC0 12; #AT 1; Dmg 5-10; SA double energy drain; SD magic weapon to hit; at will *darkness, detect magic, faerie fire, know alignment, levitate; ring of protection +1*, black metal drow medallion; XPV 5,184

The island-like center of the cavern is merely bare rock, but its floor hides a secret entrance which opens to a narrow flight of steps leading down. At the bottom of these stairs is a chamber hewn out of the rock, a 16′ x 14′ room richly furnished with rugs upon the floor, tapestries on the walls, and erotic sculpture here and there.

Acting as the evil pair's servitor in this area is a *charmed* Svirfneblin named Olaf Wodehopper, who Belgos and Silussa intend to make their next repast. Olaf's armor and weapons have been thrown into a small nook screened by wall hangings. Olaf will obey any command from either Silussa or Belgos.

Svirfneblin Olaf Wodehopper: MR 20%; AC 7; HD 3 (hp 21, currently 11); THAC0 18; #AT/Dmg unarmed; SA/SD see special notes; XPV 308; will not use any power except *non-detection* unless ordered to by the vampire or succubus

Within this room are two lounge chairs, a silk couch, a beautifully wrought coffin, a small table, a chest, a wardrobe, and a folding screen. On the table are two chalices (2,500 gp each), a ewer (4,000 gp), and a basin (3,000 gp), all of worked gold and set with gems. The ewer contains blood, and the goblets traces of the same. The basin contains a barely visible fluid, which will spill easily. This *oil of etherealness* (three potions' worth) may be obtained only with careful examination and handling. Beside the couch is a small coffer of rose quartz (1,000 gp) which holds six fine rubies (5,000 gp each) and six pieces of gold jewelry set with gems—two rings (2,000 and 4,000 gp), a necklace (16,000 gp), a pair of earrings (3,000 gp), and a bracelet (10,000 gp).

While all of the other furnishings are of high quality, their value is not sufficient to be considered treasure. Some grooming items are scattered about, and a number of normal garments are hung in the wardrobe. Amongst them is a *cloak of poisonousness*. In the inner pocket of an old robe is a flat ebony case which is lined with lead to block all magic. Within this case are *pipes of the sewers* and a *ring of spell storing (animate dead, knock, maze, polymorph self)*. Carelessly cast into the bottom of the closet are a pair of strange pinkish lenses, and unless a careful search is made they will be overlooked.

Encounter Area U2-48

Use encounter piece IX when the party enters this area. When the cavern can be observed, the PCs view a welter of bones, exoskeletons, dried mummy-like husks, and other unidentifiable materials. But unless the party is drow-sized and wearing drow cloaks, their entry results in up to seven characters each being attacked by 2-5 fine web strands, flung from above. Each such attack is equal to a *web* spell effect.

Closer examination of the remains in the cavern shows that these were humans, troglodytes, bugbears, orcs, goblins, gnomes, various insects (mostly fire beetles and giant ants), spiders (dead mates of the inhabitants of the place as well as wandering victims of other sorts), and various and sundry unknown parts of dead things.

Fifty feet above, in a network of webbing which covers the whole roof, lurk seven giant black widow spiders. After flinging their web strands, these monsters hasten down to attack, arriving in position to do so one round after they make the web attack. These arachnids are pets and friends of the drow, and as symbols of the deity of the dark elves are often fed prisoners or slaves no longer useful to the drow. Due to this relationship, they do not molest the dark elves; but any creatures with the drow are always food for the ever-hungry spiders, so they quickly act to gain such meals. The spiders are in great fear of the vampire Belgos and his demon mistress, for this pair will occasionally taunt them or carry one off to sacrifice to the demoness Lolth. If it appears that either or both of these creatures are within the cavern, the black widows will flee to their holes in fear.

Giant Spiders (7): hp 31, 28, 27, 25, 25, 24, 22; XPV 315 + 4/hp each, 3,115 for all

The numbered tunnel spurs are the lairs of these spiders. Each tunnel is about 45 feet above the floor of the cavern, a roughly circular opening of 8 feet in diameter. Area E is a deserted lair. Areas 1-7 are spun with webs but contain no treasure. Area 8 is the lair of the queen spider of this nest, a particularly bloated and disgusting monster of unusual size and virulent venom (−2 penalty to saving throws). The black widow queen seldom ventures forth from her tunnel, but if any creature sets foot in it she rushes to attack the daring intruder of her abode.

Black Widow Queen: as giant black widow but AC 0; XPV 578

Amidst the jumble of remains of the spider's victims is a quiver (containing 8 *arrows +1*), a vial (*potion of poison*), a wand (of *polymorphing*, with two charges), and a rotten backpack (containing 100 gp, a pouch with eight gems worth 50 gp each and five vials of holy water, and the remains of iron rations long since rotted away). If the pack is lifted up, it comes apart and the holy water vials break. Two husks of recent victims have pinkish cusps still affixed to their eye sockets, and if these remains are examined thoroughly by the party it is 80% likely that both pairs of these lenses will be found, even though they are polarized crystal and not magical.

Far back in the lair of the black widow queen is the treasure she guards, a golden idol made in the likeness of Lolth. It is both magical and evil. Be sure you are familiar with the following notes before proceeding.

Description: The idol is about one foot long and about as wide where the legs project. It has six spider legs, but the foremost are those of a human or elf, complete with hands. More gruesome still, a drow's face peers from a position between the great staring sets of spider eyes in the head. On the bulging abdomen are four spinnerets. (There are six spider eyes and two drow eyes. All are made of black saphires set in gold. The gems are worth 10,000, 5,000, 2,000, and 1,000 gp—two of each).

Picking up the Idol: The idol weighs only 10 pounds, and is thus obviously hollow. Anyone who holds it gains knowledge and use of the following powers, each usable on command: (a) the equivalent of a *web* spell up to 40″ distant from the spinnerets, simply by pointing them at the target and thinking of the result; (b) immunity to all webs, and the power to travel along them as would a giant spider; (c) cause *fear* in large and huge spiders, or command giant spiders to obedience for 3-12 rounds.

Keeping the Idol: Possession of the idol brings two great dangers. The foremost danger is that of complete desire for the object. The character picking it up must make a saving throw versus poison (−2 on the die) or be overwhelmed with the conviction that he or she alone can withstand the danger of the idol, so none other may ever touch it. Each person handling the idol must so save, and those failing are convinced that all others handling it will (or have) become evil. (Only a *remove curse* can dispel this conviction.) Thus, desire is masked in altruism and the certain knowledge that the victim is acting in the best interests of the party by retaining the idol and attacking any member who subsequently may have handled it and be subjected to the evil that he or she alone can withstand.

The second and more insidious danger lies in a slow metamorphosis that any possessor of the statue will certainly undergo. For 6 days nothing happens except that a careful exami-

nation of the character's limbs reveals that he or she has black and bristly hairs peeping forth, and if the idol is removed from the possessor prior to the end of the 6th day, this hair growth slowly disappears. From the 7th through 66th days of possession, a slow but inexorable change takes place. Four vestigial legs gradually emerge and grow into those of a giant spider, while the legs of the victim change to become the same as a spider's; the character's abdomen swells and rounds; mandibles begin to grow from the victim's mouth, and as the head enlarges, the buds of new, multi-lensed eyes can be seen. On the 67th day the transformation is complete and totally irreversible; the victim has the mind of a giant spider and nothing will ever return the original form. If a *cure disease*, *remove curse*, and *atonement* are placed upon the character prior to the 60th day, there is a 99% certainty that the process can be reversed, but this chance drops 13% per day from the 60th to 66th days.

Value: If the idol can be brought whole from the place it will fetch 200,000 gp in a large city, but is an *evil* act to so dispose of it, as it should be destroyed. Any mutilation of the idol, such as removing the gem eyes, destroys both its powers and its evil curse.

CHAPTER 12: The Vault of the Drow

At last—the Vault itself. The winding, torturous maze of underground tunnels leads finally to this capitol, the last mighty bastion of the drow race on Oerth. All that has gone before was but a prelude, a series of tests; for herein, deep amidst the realm of the dark elves, dwells the dark Queen herself. She quietly awaits the arrival of those who have confronted her forces, slain her followers, foiled her elaborate plans... and she patiently anticipates the delicious moment of confrontation, and her foes' final destruction.

But the characters have accomplished much, facing mighty forces; perhaps a trace of doubt has appeared in the mind of the demoness. Only a trace, to be sure, for they will surely be captured by the dark minions, removed before they can approach the great Fane. But that trace of fear is there...as is the route to success, and victory over the demoness Lolth, Queen of the Spiders.

Wandering Monsters

Encounters for the area are divided into four basic area types: *open terrain*, *fungi crystal forests*, *vault walls*, and *river*—the latter including the small tributary and lake areas as well as the Pitchy Flow itself. A separate table is given later for random encounters in the drow city of Erelhei-Cinlu (Location 8), for that place is unlike any other in the vault.

Any encounter marked with an asterisk is explained in the Encounter Details which follow the charts. Use standard details for all creatures encountered.

Open Terrain: Encounter occurs 1 in 12; check each turn.

1d12	Encounter Type
1-2	Bugbears* (13-18)
3	Bugbears* (2-8) with 13-24 slaves
4	Drow merchants (small train)
5	Drow patrol, Males
6-7	Lizards, pack* (2-8)
8	Nightmares* (1-4)
9	Spiders, giant (2-8)
10	Troglodytes* (5-30)
11	Troglodytes* (3-12) with slaves (19-24)
12	Trolls* (1-4)

Fungi or Crystal Forest: Encounter occurs 1 in 12; check each turn.

1d12	Encounter Type
1	Drow patrol, Females
2	Drow raiding party*
3	Fungi, violet* (1-4)
4	Lizards, pack* (1-4)
5	Mold, yellow* (1 patch)
6	Shambling mounds (1-2)
7-8	Shriekers* (2-8)
9	Slaves, escaped* (21-30)
10-11	Slave harvesters* (21-30)
12	Spiders, giant (2-8)

Vault Walls: Encounter occurs 1 in 10; check each turn.

1d12	Encounter Type
1	Drow hunting party*
2	Drow raiding party*
3	Lizards, subterranean (1-4)
4	Purple worm or umber hulk (select)
5	Ropers* (1-4)
6	Shambling mounds (1-2)
7-9	Slaves, escaped* (13-20)
10	Spiders, giant (2-8)
11	Troglodytes* (21-40)
12	Trolls* (1-4)

River or Lake (including Shore hex): Encounter occurs 1 in 10; check each turn.

1d12	Encounter Type
1	Beetle, giant water (1)
2	Crayfish, giant (2-5)
3	Demon, Type II (1)
4	Drow hunting party*
5	Frogs, giant (2-8)
6	Frogs, giant poisonous (2-8)
7	Kuo-Toan spies* (2-5)
8	Lizards, subterranean (2)
9	Pike, giant (1)
10	Shambling mounds (1-2)
11	Spiders, giant water (2-5)
12	Turtle, giant snapping (1)

Encounter Details

No special notes apply to any creature not listed below. Refer to the monster section for general statistics for all.

Bugbears: These creatures are going about the business of one of the merchant clans. One of the group is a leader type, who carries a distinctive brooch (see Drow notes). Each bugbear has 2-8 gold pieces, the leader 5-30 gp. Bugbears found in the Vault are better equipped than others, and are described separately in the monster reference section.

Bugbear leader (1): HD 4, hp 24, THAC0 15, Dmg 5-11 or 3-9; XPV 256
Bugbears: hp 15 each; XPV 195 each

Bugbears and slaves: These are work parties. The bugbears are standard Vault types, including two sub-leaders and one leader. Slaves are a mixed lot determined at random.

Displacer Beasts: These creatures are used as hunting hounds by the drow nobles, as well as guard dogs. They are not normally let loose in the Vault, as they have a distressing tendency to kill slaves.

Drow hunting party: This is a group from one of the eight noble families, enjoying the sport of tracking and killing escaped slaves. Each drow in the group wears the same type of brooch, indicating their noble house. The leader's device is the same as the others, but she also wears a jupon showing the colors and device of her house beneath her cloak, while the lesser nobles do not.

The group's treasure is only what has been captured from slave lairs. It is carried in saddle bags by the lower level drow fighters. Check for treasure as follows:

20%	100-600	sp
25%	100-200	ep
40%	200-800	gp
50%	100-600	pp
55%	1-6	gems
45%	1-2	jewelry
25%	1	potion
10%	1	scroll

There is a 10% chance that the party is accompanied by a demon of Type I, II, or III, or by a mezzodaemon. If so, the amount of any treasure is the maximum possible, with 50% chance for one potion and 75% for a scroll of seven spells.

The hunting party consists of the following members:

3-6 Bugbears used as trackers
2-4 Displacer beasts as hounds
5-8 Female drow fighters, each armed with a medium lance (2-7), and riding a special lizard mount
2-3 Female Nobles on the Hunt
1 Lead Huntswoman, a female Drow Level 7/7 Fighter/Cleric

Huntswoman: Level 7/7 Cleric/Fighter; hp 42; MR 64%; AC −5; THAC0 14; #AT 3/2; *chain +3, buckler +3, mace +3, death lance* (see Appendix B); XPV 5,538; Spells:
First Level: *command* (x2), *cure light wounds* (x2), *sanctuary*
Second Level: *find traps, hold person, slow poison* (x2)
Third Level: *animate dead, speak with dead*
Fourth Level: *cure serious wounds*

Female Nobles: MR 64%; AC −5; HD 7 (hp 35); THAC0 14; #AT 3/2; buckler +3, shortsword +2, dagger +2, atlatl with 3 poisoned javelins, medium lance; XPV 1,230

Drow Raiding Party: This group is from one of the 16 merchant clans, but the drow involved

do not wear brooches (clan identification). The group's purpose is to deliver death and destruction to a rival clan's merchant party (though occasionally, but rarely, to an allied clan). Such raids rarely result in more than a few slain servants and minor property damage, though a drow may be killed on occasion.

The group consists of the following members:

7-12	Bugbears
4	Male Drow fighters
1	Male Drow captain (below)

Captain: Level 5/4 Fighter/Magic-User; hp 23; MR 60%; AC −1; THAC0 16; *chain +3, shortsword +3, dagger +2*; XPV 1,009; Spells:
First Level: *hold portal, sleep* (x2)
Second Level: *phantasmal force, web*

Kuo-Toan Spies: These are always in or near the water. If not in the water, they are clad in black drow cloaks and make every attempt to avoid being detected. Their party consists of 2-5 fighter/assassins of level 4/4 (AC 4, hp 28 each, XPV 468 each) armed with dagger and garrote, accompanied by one monitor.

Lizard Mounts: These are a species of subterranean lizards bred by the dark elven nobles. They are as large as a small horse, with longish legs for a lizard. For purposes of mounted lance attack, treat them as medium horses.

Lizards, Pack: These creatures are docilely grazing upon the fungi that covers the area and ignore passers-by unless they are molested. The pack belongs to any one merchant clan. If handled with the proper goads, they can be led easily. (Lizard goads are long ankus-like hooks.)

Mold, yellow: This appears to shimmer in rainbow colors unless viewed using the special eye cusps. It is then seen as vivid scarlet or crimson.

Nightmares: These can *only* be encountered on the north bank of the Pitchy. If this result is determined for another area, roll again. If approached, the nightmares attack viciously.

Ropers: These are encountered only along the walls where they can lair in spur caves, crevasses, *etc.* Each works with its fellows to insure victory. They have normal treasure for their ilk.

Shriekers: These look like other fungi except when seen using the special eye cusps. They then can be differentiated at 90-100 feet distance (unless modified by surprise).

Slaves: Use the following table to determine the race of each slave. Freed slaves will co-operate fully with rescuers until a place of relative safety is reached. Evil-aligned races will not co-operate over an extended period with characters of good alignment. No slave will have more than a 10% chance to turn on rescuers and report them, for they all know the capricious nature of their masters, who are as likely to feed the informants to a nearby demon as they are to go after the escapees.

1d20	Race of Slave
1	bugbear
2	dwarf
3	elf
4-5	gnoll
6	goblin
7	half-elf (10% half-drow)
8	half-orc
9	hobgoblin
10-14	human
15-16	kuo-toan
17-18	orc
19	svirfneblin
20	troglodyte

Slaves, escaped: Roll 1d10 to find the general composition of the band, using the first table below, and then divide the total number according to the racial proportions given. Use the proportions in the second table to assign weaponry to each and every slave, rounding each category down except for clubs. Drow-sized creatures will employ their chain mail, smaller slaves will have drow bucklers, and larger types will use any bugbear armor and shields captured (20% of the group, rounded up). Bands of opposite (good/evil) alignment will tend to be suspicious and not particularly co-operative, seeking instead to gain additional weapons, armor, and other goods from those they encounter.

1d10	Racial Proportions
1-2	20% elf
	20% half-elf
	60% human
3-5	25% half-orc
	50% human
	25% hobgoblin
6-7	25% bugbear
	50% gnoll
	25% hobgoblin
8-9	20% goblin
	60% orc
	20% troglodyte
10	50% dwarf
	30% gnome
	20% svirfneblin

Weaponry of escaped slaves

10%	Drow hand crossbow, 5 poisoned darts
10%	Drow *dagger +1*
10%	Drow *shortsword +1*
10%	heavy morning star
10%	spear
10%	stone axe
20%	javelin
20%	+ wooden or similar club

Slave harvesters: This is a group of 12, 14, 16, 18, or 20 slaves of mixed type (*q.v.*) equipped with crosscut saws. Each pair draws a two-wheeled cart. After crews of workers harvest the rapidly-growing fungi for food (the tough outer skin being used for many other purposes), they scatter fertilizers from the city (taken in trade by the merchants) about the area cleared. Their guards are either bugbears (1 per 4-5 slaves) or troglodytes (1 per 3-4 slaves). Guards are normal non-leader types (*q.v.*).

Troglodytes: These creatures are going about the affairs of a noble house. Each has a stone battle axe and one javelin. Two of the group are sub-leaders, and one is a larger leader type who carries a special brooch of one of the eight noble families (see drow notes). Each trog has 1-6 gp, each sub-leader 2-12, and the leader 5-20 gp. Trogs found in the Vault are better equipped than others, and are described specifically in the monster reference section.

Troglodyte troops: hp 9 each; XPV 54 each
Trog sub-leaders (2): hp 15 each; XPV 66 each
Trog leader (1): HD 3; hp 21; XPV 143

Troglodytes and slaves: These groups are sometimes (50%) work parties, and sometimes (50%) the former are escorting a batch of prisoners for games, sacrifices or some other foul end. These latter slaves will act with ferocity if freed, attacking their guards if weapons are available (with +1 to hit and damage). The troglodytes are typical, with no leader types.

Trolls (Vault type): These are more intelligent and better equipped than those found elsewhere, and are noted specially in the monster reference section. Each has 5-8 hp per die, and carries a bardiche or flail, gaining bonuses of +2/+4 to hit and to damage (respectively) with their weapons. They are employed by the drow to maintain discipline among other servants.

Violet fungi: These appear identical to shriekers (above).

Encounter Key: The Vault of the Drow

Special Note: Colors appear other than normal under the strange light of the stony drow heavens. Visitors with normal visual capabilities will see only in blacks and grays with bluish tinges. Those with infravision will see blues and purples as well as dull reds. All yellows appear green. With ultravision, all colors glow, scintillate, and are breathtaking. As referee, feel free to give any color you believe reasonable for monsters with distinctive coloration, *i.e.* indigo worm, lavender troll, puce bugbear, and so forth.

B. Cave Complex

Herein dwell four large bands of bugbears. Several guards (5-8) are always on watch. All the caves contain only rude furnishings. There are two small cave mouths on each flank of a gaping cavern opening in the vault wall; the numbering below is from west to east. Loud noise in any one of these caves will draw bugbears from all other locations. If a random encounter is indicated near this area it will probably (75%) be bugbears coming to or leaving the caves.

Each leader-type bugbear has 1 gp per hp, plus one gem per HD (worth 50 gp). Each other male has 5-20 gp. Females and young have no treasure, and do not fight unless put in a life-or-death situation.

1. This long cave with many small protrusions houses 41 male, 32 female, and 37 young bugbears, led by a chief and two sub-chiefs.

Chieftain: hp 30; Dmg 4-10 (bardiche); XPV 280
Subchiefs (2): hp 26, 25; XPV 239, 235

2. Two caves lie in a figure eight shape, the larger being the one further from the entrance. This place houses 39 male, 42 female, and 31 young bugbears, led by a chief and two sub-chiefs.

Chieftain: hp 28; Dmg 3-10 (flail); XPV 272
Sub-chiefs: hp 26, 24; XPV 239, 231

3. Six bugbear guards (typical males) stand at the entrance to this large cavern, about 70 feet wide and 135 feet long to the south, the special assembly place for all bugbears serving the drow. To the west and east in the forepart are several spur passages used to house the warriors (six at the entrance and 12 inside), 20 females, and 16 young.

At the deepest part of the cavern is a limey deposit in a chairlike formation which is used by Kreffok, the Bugbear hetman. This massive creature is clad in pieces of chain and plate mail, and wields a huge *mace +2* while wearing *gauntlets of ogre power*. He wears a gold earring with an inset topaz (3,000 gp), and a belt with eight more such gems (500 gp each).

A dozen hand-picked bugbear guards are always near the hetman, each equipped with a heavy crossbow and six *bolts +3*. These are gifts from the dark elves. Behind the Hetman's seat is a locked iron chest holding 842 pp, 4,123 gp, and a leather pouch with 19 gems (10 gp each).

Entry guards (6): hp 15 each; XPV 195 each, 1,170 for all
Special guards (12): hp 19 each; Dmg 4-10 (morning star) or 5-8 (bolt); XPV 211 each, 2,532 for all
Kreffok, Hetman of the Vault Bugbears: AC 1; HD 6 (hp 39); THAC0 10 (8 with mace); Dmg 10-15 (mace) or 5-11 (sword); XPV 609

4. This cave is almost identical to #1, but is somewhat longer. It houses 47 males, 38 females, and 30 young, led by a chief and two sub-chiefs. The chief carries two hammers, one of which he will hurl before closing.

Chieftain: hp 31; THAC0 15 (13 with weapon); Dmg 4-7 (hammer); XPV 259
Sub-chiefs (2): hp 25 each; XPV 235 each

5. Four small caves radiate from a roughly circular entry cave. They house 44 males, 36 females, and 27 young, led by a chief and two sub-chiefs. The chief wields a two-handed sword.

Chieftain: hp 30; THAC0 13 (with sword), Dmg 3-12 (sword); XPV 255
Sub-chiefs (2): hp 26, 25; XPV 239, 235

T. Troglodyte Tunnels

This area is being watched by 9-12 troglodyte guards. Tunnels honeycomb the face of the cliff, but only 20 will immediately be seen, the other 40 masked by fungoid growths and crystalline "plants." Each burrow leads to a series of small dens, which house six males, six females, and 1-6 eggs or hatchlings per female (per tunnel). A larger tunnel mouth leads into a cave where the chieftain and the strong leader-types dwell—20 group leaders, four sub-chieftains, and a chieftain. In a rear area behind them are 37 females and 61 eggs/hatchlings.

Ttirssslup, troglodyte chieftain: AC 5; HD 6 (hp 44); THAC0 13; #AT 1; Dmg 2-8 (bastard sword); XPV 564
Sub-chieftains (4): hp 31, 29, 26, 23; Dmg 1-8 (longsword); XPV 110+ 4/hp, 870 for all
Group leaders (20): hp 19 each; Dmg 1-8 (battle axe) or 1-6 (shortsword); XPV 122 each, 2,440 for all

The chieftain's bastard sword has a black opal (1,000 gp) set in the pommel. The tribe's treasure is in the rear of the cave, with the females and eggs. It is all carefully stored in iron chests with silver bands. These two containers hold 7,900 and 5,211 sp respectively. A solid silver coffer (worth 20 gp) is buried under the coins in each box. The first holds 14 gems (100 gp each) and three pieces of silver jewelry set with gems (5,000, 4,000, and 2,300 gp). The other contains a (magical) platinum ring set with black opal, easily seen to be worth 10,000 gp. If this ring is worn by a troglodyte, the creature does not exude a stench. If worn by any other creature, the user must save vs. *polymorph* or be turned into a troglodyte (requiring the usual system shock roll and other checks, as per the spell). If the saving throw succeeds, the wearer suffers no ill effects, and can command the ring to emit an odor to 4-foot range with identical smell and effect of an enraged troglodyte. Trog musk does not affect the wearer, of course, and he or she can easily see any troglodyte within visual range (ignoring the blending power of the creatures).

There are no recognizable furnishings in any of these areas, although there are piles of fungi skins, pieces of mushrooms, piles of old cloth, *etc.*

1. Entrance to the Vault

When the adventurers at last leave the passageway and enter the Vault of the Drow, a strange sight will greet them. They are able to see clearly at 240 yards and dimly out to 480 yards if they wear the weird cinnabar eye cusps. Characters with infravisual capability will see clearly out to about 80 yards, with hazy sight to about double that range. Even normal human eyesight allows clear vision to some 40 yards, and faint sight beyond to 80 yards.

This immediate area is simply a slowly descending gorge, about 200 yards wide and gradually opening to the north along the roadway. To either hand, steep walls rise to 150 feet and as the path descends these cliffs grow proportionately taller. Here and there along these bluffs are small cracks and caves. (This is the norm for the Vault walls as well.) All are uninhabited.

The true splendor of the Vault can be appreciated only by those with infravision, or by use of the roseate lenses or a *gem of seeing*. The Vault is a strange anomaly, a hemispherical cyst in the crust of the earth, an incredibly huge domed fault over 6 miles long and nearly as broad. The dome overhead is a hundred feet high at the walls, arching to several thou-

sand feet in the center. When properly viewed, the radiation from certain unique minerals give the visual effect of a starry heaven, while near the zenith of this black stone bowl is a huge mass of turnkeoite—which in its slow decay and transformation to lacofcite sheds a lurid gleam, a ghostly plum-colored light to human eyes, but with ultravision a wholly different sight.

The small "star" nodes glow in radiant hues of mauve, lake, violet, puce, lilac, and deep blue. The large "moon" of turnkeoite casts beams of shimmering amethyst which touch the crystalline formations with colors unknown to any other visual experience. The lichens seem to glow in rose madder and pale damson, the fungi growths in golden and red ochres, vermillions, russets, citron, and aquamarine shades. (Elsewhere the river and other water courses sheen a deep velvety purple with reflected highlights from the radiant gleams overhead vying with streaks and whorls of old silver where the liquid laps the stony banks or surges against the ebon piles of the jetties and bridge of the elfin city for the viewer's attention.) The rock walls of the Vault appear hazy and insubstantial in the wine-colored light, more like mist than solid walls. The place is indeed a dark fairyland.

The road stretches downward between the cliffs on either side, its bed strewn with crushed crystals which faintly glitter to the onlooker, but which give off a lucent blue glow, an enchanted pathway, to those with ultravisual powers. In contrast, the jutting prisms and sheer and jagged rocks to the sides lend the pass a strange and foreboding air. A thief will find it is quite difficult to climb the face of either wall, with a 10% penalty.

As the PCs proceed down the road, they will observe that the countryside beyond the gorge is filled with abnormally large lichens, large and small crystalline growths, and fungi of all sizes, shapes, and description. There are shelf fungi, morels, branching types, puffballs, horsetails, and more conventional mushrooms as well. Various sorts of yeasts, smuts, rusts, blights, and molds of huge size grow upon some of the toadstools and strange fungi. These growing things all thrive upon the radiation of the "stars" and "moon" above, or the fertilizers spread about for them by slaves and servants of the inhabitants of the Vault, the dark elves. The huge growths form regular forests and brakes which the drow use for all manner of things.... The open land is covered principally with various lichens, with clumps of small crystals and smaller fungi patches here and there.

2. The Black Tower

A full mile from the entrance to the Vault, a mesa-like mound of rock rises to dominate the landscape. This is rather like a cork in the bottleneck of the entrance, and the drow maintain a strong guard post at this point, a black stone tower with walls 10 feet thick. This cylinder rises 40 feet above the plateau, topped by a notched battlement. It is 55 feet in diameter, but due to the thickness of the walls, the interior is 35 feet across. The smooth and massive blocks of the tower have no sharp corners, for the very ages have been at work.

The road branches left and right at the base of the mesa, with an obviously well-traveled path in the middle going northward up a fair incline. All traffic allowed into the Vault is ordered to report to the tower. It is the customs house and checkpoint for all aliens entering the drow homeland. All with medallions are relieved of the devices, questioned briefly regarding the purpose of their visit (trade, sport, gambling, learning, or whatever) and issued a cloak which glows a brilliant lime green to infravision. Such individuals are permitted to move freely to and within the city to the north or even wander about the Vault anywhere south of the great river (at their own risk, of course).

Those who pass beyond this place without cloaks are either enslaved or slain, according to the whim of the drow. Any intruder without medallion or cloak is instantly slain. But there are exceptions. Aliens with a brooch of one of the merchant clans or noble houses are allowed to keep their special pins and need not wear a green cloak either, but they will be required to display their special pass (the brooch) whenever requested, and woe to the adventurer who fails to have a glib tongue if the interrogator happens to be of the clan or house of the pass (or worse still an enemy of that clan or house).

Battlements

Atop the fortress are eight male drow sentinels, who watch only for unusual or suspicious behavior; groups coming up to the tower are, after all, expected. Each mans a special heavy crossbow clipped to an iron ring which circles the tower top so as to command 360 degrees. Each crossbow is loaded and cocked, ready to fire a javelin-like bolt. A full round is needed to wind it after it has been discharged. Near the center of the roof are four cases which each hold 12 of the missiles to be fired. Access is near the northern battlement, where a trapdoor leads to a staircase circling the walls. (Each watchman has 2-8 pp.)

Tower Watchmen (8): AC 1; HD 2 (hp 11); THAC0 16; *dagger +1, shortsword +1(E), hand crossbow with 10 poisoned bolts, heavy mounted crossbow (Dmg 4-14/4-18, ranges 9"/18"/27", +3/+2/+1 bonus to hit); XPV 103 each, 824 for all*

First Story (Entry)

Here and there in the tower small arrow slits pierce its smooth exterior, but the only visible entrance is a great arch with massive bronze valves (which are open unless warning of invaders has reached the Vault) hinges outward. Entrants pass along a 20-foot- wide, 15-foot-high corridor, with slits in the walls and murder holes above. At the end of this tunnel is another pair of gates, oak bound with adamantium alloy, closed and barred, but with a small door (3' wide x 6' tall) which normally stands open.

Those stepping through the door find themselves within a circular room 25 feet across. In the center is a long table behind which sits the High Bailiff of the Tower, a 7th level fighter named Divolg, who keeps his hand crossbow before him on the table. Divolg is going over various manifests, notices and the like, his business as usual. Hidden under his garb is a platinum chain set with seven rubies (9,000 gp, or 1,000 gp per ruby).

There are a few benches around the walls. Steps circle upward to the second story along the western wall, and a ramp leads downward behind and under them. Flanking the entrance are two guards, and six others stand along the northern wall. Each guardsman has 2-8 pp. Reaction to attack will be immediate, and all troops will rush to the defense of an attacked area if they are called or hear the sounds of battle. (See tower level four.) Reaction time is 1 round to move one story, plus 1 round per three persons to move into hand-to-hand combat, if any.

Behind the Bailiff are two wooden chests. One contains green cloaks, the other four metal boxes—one with 17 medallions, another with important papers (all pertaining to trade), one with four sets of cinnabar cusps, and the last (triple locked) with 120 pp, six gems (100 gp each), and (in a secret place in the lid) a small piece of parchment with drow script saying: "The bearer is my most trusted servant and must be speeded and aided as is his need. Eclavdra." With this message is a brooch of copper formed in the likeness of a staff with tentacled end, with *Eilservs* engraved on the back.

Guardsmen (8): MR 54%; AC 0; HD 2 (hp 11 each); *chain +1, buckler +1, shortsword +2, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 148 each, 1,184 for all

High Bailiff Divolg: Level 7 Fighter; hp 42; MR 64%; AC −7; THAC0 14; #AT 3/2; *chain +3, buckler +3, shortsword +4, dagger +2*, hand crossbow with 10 poisoned bolts; XPV 1,286

A secret passage in the north wall of the audience chamber is screened by a rack filled

with parchments and scrolls pertaining to various trade matters, duties, tariffs, *etc.* It gives to a stair to the lower level, and branches; a second secret door leads into the basement, or a long tunnel may be followed northward to a hidden exit at the base of the mesa. If involved in a hopeless confrontation, the High Bailiff, the Bailiff (see second story), and all guards nearby will obscure vision with *darkness* spells and flee to alert garrison areas 4, 5, and 7 to alert the watch at Erelhei-Cinlu. Drow scouts will screen the area of the tower within 2 hours, and a force including two male patrols, four female patrols, 40 bugbears, and 120 troglodytes will move to surround the whole plateau within 8 hours. Thereafter, if invaders are still within the tower, drow magic-users, female clerics, and hundreds of lesser dark elves will converge with still more bugbears and troglodytes, with several various minor demons and mezzodaemons to assault the place and put to slow death any within. (The adventure is all over for the party if they are still there. All escape will be blocked, so just tell them a heroic struggle results in death for many of the drow and their allies, but all of the party eventually fall. *Finis.*)

Cellar

The tower basement has two guards who serve as grooms for two nightmares. These creatures are stabled near the secret door to the escape tunnel/steps up to the audience chamber. There is a small kitchen area here, a provision room filled with foodstuffs, a cistern, and eight small cells which each hold two slaves or prisoners. There are currently 10 slaves and one kuo-toan prisoner (a monitor) held in these cells, and they will help any liberators to fight the drow. (Determine race of each slave by standard random means.) Each groom has 2-8 pp, but the prisoners are of course penniless.

Guards (2): MR 54%; AC 0; HD 2 (hp 11 each); *chain +2, buckler +2, shortsword +2, dagger +1*; XPV 148 each
Nightmares (2): hp 39, 35; XPV 912, 880
Kuo-Toan Monitor: hp 56; XPV 1,098

Second Story

The stairs circling upward come to a small landing, and then continue to the third level of the tower. This second level provides quarters for the High Bailiff in a large northern room. This chamber is slightly over half the total area of the level. It contains a wide and silk-strewn bed, a table and four chairs, a locked chest (with 280 pp, 20 gems worth 50 gp each, and a *potion of extra-healing* and *potion of flying* hidden under clothing), a wardrobe, a desk, and a chest of drawers. Divolg has a few lewd and erotic statuettes and tapestries decorating the place, but they are of no great value.

The southern 40% of the second story houses the Bailiff, Merinid. At the moment of PC entry to the tower, he is at ease in his chamber. His furnishings are similar to those of Divolg's, but the bed is smaller and there are but two chairs. Merinid wears a platinum chain set with five rubies (7,000 gp, or 1,000 gp per stone). He also has 183 pp, an aquamarine and a pearl (500 gp each), and a gold tube set with six black opals (6,500 gp, or 1,000 gp per gem) which contains a scroll of *protection from elementals*. He hides these in a secret compartment in a leg of his desk, and therein also is a brooch of an adamantite mace bearing the engraved name *Despana* on the reverse.

Bailiff Merinid: Level 6 Fighter; hp 36; MR 62%; AC −5; THAC0 16; *chain +3, buckler +3, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 841

A 6-foot-wide section between the two chambers is given over to an armory, entered from the Bailiff's apartment. In this space are 12 atlatls and 64 poisoned javelins, 48 massive bolts for the crossbows on the top of the tower, 12 military forks (10 feet long), 10 hand crossbows, and 40 cases with 10 bolts in each. None of the weapons have the special poison, but

there is a chest with 200 applications in one corner of the armory.

Third Story

This area is entirely open, being given over to an exercise and refractory usage. There are six tables and 12 benches around the walls, leaving the central space open. The stair continues upward.

Fourth Story

On this level are two small private rooms and a large barracks room. Triple-tiered cots are along the walls of the latter, sufficient for 36, with pegs for gear and a small chest for each bunk (all contain nothing of value). A dozen fighters are here. Each carries 2-8 pp. Each small room has a single cot, chair, chest (with nothing of value), and pegs also. Each is the abode of a 4th level leader. Each leader carries 4-16 pp and 4-16 gp.

Fighters (12): MR 54%; AC 1; HD 2 (hp 9 each); *chain +2, buckler +1, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 136 each, 1,632 for all

Leaders (2): MR 58%; AC −2; HD 4 (hp 18 each); *chain +3, buckler +3, shortsword +2, dagger +2*, atlatl with 3 poisoned javelins; XPV 312 each

3. Row of 16 Stone Warehouses

Each of these structures is about 30 feet by 70 feet, only some 15 feet high, and built against the wall of the Vault. Each belongs to a different clan of merchants, and above each door is a shield bearing the device of the appropriate clan. These devices are:

Bars (pewter, gray)
Bone (white)
Chain (brass)
Crescent (silver)
Gem (red)
Hook (iron, black)
Horsetail Mushroom (pink)
Lozenge (green)
Morel Mushroom (white)
Mushrooms, Pair (yellow)
Prism (blue)
Puffball (tan)
Shelf Fungi (russet)
Star (lilac)
Urn (violet
Whip (coiled, bronze/brown)

Each warehouse is guarded and staffed by four male drow (three guards and one higher level fighter leader), and 7-10 bugbears in charge of 7-12 slave laborers (randomly determined). Each drow wears a merchant clan brooch.

Bugbears (7-10 Vault type): hp 15 each; XPV 195 each

Drow leader (1): Level 3 Fighter; hp 13; MR 56%; AC −1 (*chain +2, buckler +2*); XPV 214

Drow guard (3): Level 2 Fighter; hp 10; MR 54%; AC 1 (*chain +2, buckler +1*); XPV 138

Weaponry (each Drow): *shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts

Each warehouse contains lumber, bales of cloth, (normal), wine kegs, leather and leather goods, various sorts of pottery, parchment, fungi skin, dried foodstuffs, (principally dried fungus), tin ingots, bronze ingots, iron pigs, and some crude weapons (boxed) such as spears, stone axes, heavy morningstars, javelins, and daggers. There are also about a dozen sets of padded armor, studded leather armor, and ring mail jacks in man-size and a few bigger (bugbear) sizes as well. Normal and large shields (3-18) are stored with weapons and armor, and all such materials are always kept in a small locked chamber in the rear of the warehouse. Near the front is a heavy bronze chest, well locked, which holds various vessels and containers carved from crystal. Each is about 1/4 cubic foot in volume and worth 100 gp. There are 10-60 such items in each chest.

No other loot of any particular value to the party is here, except that a thorough search may (75% chance) turn up 1-3 green robes and 1-3 pairs of pinkish lenses (which effectively provide ultravision within the Vault).

4. Towered Wall and Gatehouse

A thick stone wall, 40 feet high topped by a crenelated battlement closes off a diverticulum of the Vault. The wall is over 1/2 mile long, and each section (map hex) is patrolled by four female drow fighters, and the gatehouse has eight of the same. Each of the wall's six towers houses an additional 12 such fighters, with a 5th level captain, who has an armory of 12 military forks (10 feet long), 20 cases of poisoned bolts, 10 atlatls, and 60 javelins. At the tower roof is a specially pitched gong to warn of attack, and a code signal tells if an organized assault or simply stupid monsters are involved. The gatehouse houses 24 additional fighters, two captains, and a 7th level commander. The gatehouse armory contains triple the number of weapons of a tower armory. The commander has six additional *javelins of lightning* hidden in a secret floor compartment in her gatehouse room (2nd floor).

The guards sound the alarm if attacked, and all of those in towers and gatehouse then arm themselves appropriately and rush to the battlements. A courier will be sent to inform the Grand Mistress (Area 5 below) of events.

None of these individuals carry any treasure, nor will any valuables (except the weapons and armor noted) be found in the towers or gatehouse.

Only female drow fighters or representatives of the noble houses are allowed beyond the wall. All others are turned away.

Female Drow guard: Level 3 Fighter; hp 15; MR 56%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 235

Guard Captain: Level 5 Fighter; hp 30; MR 60%; AC −2; *chain +2, buckler +2, shortsword +2, dagger +2*, atlatl with 3 normal javelins; XPV 510

Guard Commander: Level 7 Fighter; hp 42; MR 64%; AC −5; *chain +3, buckler +3, shortsword +3, dagger +3*, atlatl with 3 *javelins of lightning*; XPV 1,286

5. Female Fighters' Society

This military sisterhood supposedly counters all other factions in direct service of Loth. The complex includes 11 buildings—eight sorority houses, a slave barracks, a smithy/armory, and a guard tower.

Each of the eight sorority buildings is quite defensible, having heavy bronze-bound doors, shuttered windows, arrow slits, and walls several feet thick. Each sorority of fighters represents one of the eight noble houses, although not all of the members are by any means of that particular noble family. The nobles furnish recruits, equip them, and pay all costs. The sorority is only nominally answerable to the noble house, but the noble family is responsible for any misconduct or misdeeds of the group it sponsors. Considerable rivalry does exist between the sororities, and there is intrigue and politics within the society.

Each sorority building houses 40 female Drow trainees, with an armory and five rooms for leaders. Each armory contains 40 hand crossbows, 80 bolt cases with 10 quarrels each, 10 atlatls, 60 javelins, and two chests with 1,000 sleep poison applications in each. Four of the small rooms are for 4th level leaders, and the largest is the quarters of the 6th level sorority captain. None possess any treasure.

Trainees (40 per house): Level 2 Fighter; hp 10; MR 54%; AC 1; *chain +1, buckler +2, shortsword +1, dagger +1*; XPV 69 each

Leaders (4 per house): Level 4 Fighter; hp 20; MR 58%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts; XPV 345 each

Captain (1 per house): Level 6 Fighter; hp 33; MR 62%; AC −4; *chain +3, buckler +3, shortsword +3, dagger +3*, atlatl with three poisoned javelins; XPV 823

A long, low building about 240 yards south of the sorority buildings is the slave barracks. There are 62 slaves of various races penned here. They are guarded by nine female drow fighters, one of whom is a leader. All slaves are locked in separate rooms and chained in groups of five.

Guards (6): Level 2 Fighter; hp 10; MR 54%; AC 1; *chain +1, buckler +2, shortsword +1, dagger +1*; XPV 69 each, 414 for all

Guards (2): Level 3 Fighter; hp 15; MR 56%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 normal bolts; XPV 220 each

Leader (1): Level 4 Fighter; hp 20; MR 58%; AC −1; *chain +2, buckler +2, shortsword +2, dagger +2*, hand crossbow with 10 normal bolts; XPV 345 each

The closest building beyond the slave barracks is the smithy and armory, where most of the drow armor and weapons are forged. Four guards and an overseer are on duty at all times, keeping watch over four deep gnomes and six dwarven-smith slaves, who assist two salamanders. The salamanders dwell in a pool of molten lava at the far end of the smithy, and they make the adamantium alloy and draw the wire. A fire elemental is called up when any plate pieces are to be formed and for making the rough bars from which swords and maces are fashioned. Various unfinished pieces of armor and a variety of rough weapons are around the place.

Guards (4): Level 3 Fighter; hp 15; MR 56%; AC 0; *chain +2, buckler +2, shortsword +2, dagger +2*, hand crossbow with 10 normal bolts; XPV 220 each, 880 for all

Overseer: Level 6 Fighter; hp 36; MR 62%; AC −3; *chain +3, shortsword +4*, hand crossbow with 10 normal bolts; XPV 716

Svirfneblin (4): HD 3 (hp 15 each); XPV 290.

Dwarf slaves (6): hp 7 each; XPV 50 each, 300 for all

Salamanders (2): hp 45, 42; XPV 1,275, 1,245

A square tower standing about 120 yards southwest of the sorority barracks is the headquarters of the entire compound. It is 60 feet on a side, 50 feet tall, with a bartizan on each upper corner. Its large double doorway is guarded by four guards, and there are four more on each of the five lower levels (24 in all).

None of the inhabitants of the tower have any personal funds, as each member of the society is issued a fixed amount whenever she leaves the enclave. All members are loyal to the society.

The first floor of the tower is given over to meeting rooms and business offices. All storage and cooking is done in the cellar, where 12 slaves are penned (determine race randomly).

Guards (24): Level 3 Fighter; hp 15; MR 56%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 normal bolts; XPV 235 each, 5,640 for all

The second story of the building is divided into a great hall and two lesser dining rooms, normally unoccupied save for the four guards as noted above.

The third floor houses eight under-officers, who are the sorority liaison personnel. Each is directly affiliated with a noble house (see the City, #9), and each has a different brooch hidden upon her person.

Fighters (8): Level 4; hp 20; MR 58%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +2*, hand crossbow with 10 normal bolts; XPV 312 each, 2,496 for all

The fourth level has a long hall giving to three rooms. The right is that of General Telenna, commander of the society, and the left is that of her assistant, Lieutenant General Drisinil. Both rooms contain only spartan furnishings and no treasure.

General Telenna: Level 9 Fighter; hp 63; MR 68%; AC −8; *ring of regeneration, chain +5, buckler +3, shortsword +5, dagger +3*; XPV 2,356
Lt. General Drisinil: Level 8 Fighter; hp 56; MR 66%; AC −7; *chain +4, buckler +3, shortsword +4, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 2,972

The far room is a locked armory with 20 of each of the following: *daggers +1, shortswords +1, bucklers, +1, chain mail +1*, and hand crossbows. It also contains six lances (*death lances*, six charges each), 10 atlatls, 66 javelins (six of which are magical, being *javelins of lightning*), 40 quarrel cases (10 crossbow bolts each), and a locked chest (containing 500 applications of sleep poison).

Behind the chest is a secret door to a small cell, the treasury, in which two iron chests (normal locks) flank a chest of adamantium alloy. Each side box holds 6,203 gp and 100 silver ingots (10 pounds each). The middle chest is bolted to the floor; it has a deadly contact poison (−6 penalty to saving throws) on its padlock, hasp, and handles. A secret catch on the back is 75% undetectable, but enables the top plane of the lid to open, hinged to the front. If this chest is opened normally, a special conjuration upon it summons a Type III demon into the room, coming just in front of the door. Inside the chest 7,138 pp, 200 gems (50 gp each), a scroll of *protection from magic*, another of *protection from demons*, and two *potions of invulnerability*.

The uppermost floor of the tower is a barracks room for the guards previously described, four of whom are here on duty.

6. Merchant Villa

There are 16 of these multiple-building strongholds, one for each clan. The small letter designates which clan (see below). Each villa consists of a walled compound with a large (20-room) house surrounding a private fungi garden built into one wall, a stable for the pack lizards with barracks above to one side of the compound, several smaller buildings (3-5 rooms each) and a slaves quarters on the other, and a small gate house. A clan device is shown above the gate.

Each villa houses the following creatures:

Bugbear servants (13-18 Vault type) with special 12-foot fauchard-forks (Dmg 1-8/1-10) for defense of the 20-foot-high compound wall; XPV 135 + 4/hp
Lizards, riding (1-3); XPV 90 + 5/hp
Lizards, pack (2-8); XPV 225 + 8/hp
Slaves (19-30; determine race randomly)

Drow children (2-12, immature non-combatants)
1st level Drow, normally non-combatant but each with *dagger +1*): 9-16 males (hp 8 each, XPV 53), 21-40 females (hp 9 each, XPV 54)

Drow combatants (all male):

Level 2 Fighter (17-24): hp 9; MR 54%; AC 1; *chain +1, buckler +2, shortsword +1, dagger +1(E), hand crossbow with 10 poisoned bolts; XPV 136 each*
Level 3 Fighter (2-8): hp 13; MR 56%; AC 0; chain +2, buckler +2, shortsword +1, dagger +1, hand crossbow with 10 poisoned bolts; XPV 214 each
Level 4 Fighter (2-5): hp 18; MR 58%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +1*, atlatl with 3 poisoned javelins; XPV 337 each
Officers (2): Level 2/5 Cleric/Fighter; hp 23; MR 60%; AC −3; *chain +3, buckler +3, mace +3, dagger +2*; XPV 688 each; Spells (first level):
bless, command, cure light wounds (x2)
Clanlord (1): Cleric/Fighter Level 4/7; hp 42; MR 64%; AC −5; *chain +4, buckler +3, shortsword +3, mace +3, dagger +3*; XPV 3,204; Spells:
First Level: *bless, command, cure light wounds* (x2), *sanctuary* (x2)
Second Level: *augury, hold person, silence 15′ radius*

The following treasure is held in each villa, secured in locked iron chests:

21-40 silver ingots (10 pounds each)
2,000-8,000 gp
1,000-4,000 pp
10-100 gems (10 gp each)
2-20 pieces of jewelry
2-8 potions
1-4 scrolls (75% cleric, 25% magic-user)

Each drow in the fortress has 1-4 gp and 1-4 pp per level, those over 3rd level having 1 gem (100 gp) per level as well.

Merchant clans are nominally allied in pairs to a noble house, thus making a perfect balance of power. But due to intrigue and feuding between the merchants and nobles, there is an uneven balance, and feuding and raids are fairly common. Merchant clans and their current alliances are as follows:

	Symbol	Clan	Alliance(s)
a	Prism	Tormtor	h, c
b	Morel	Godeep	d
c	Coiled Whip	Eilservs	a
d	Crescent	Aleval	b, i
e	Puffball	Kilsek	f
f	Hook	Kilsek	e, m
g	Shelf Fungi	Despana	m
h	Chain	Tormtor	a
i	Mushrooms	Noquar	a, o
j	Bars	Eilservs	p
k	Urn	(uncommitted)	
l	Horsetail Mushroom	Noquar	o
m	Gem	Despana	g, i
n	Star	(leaning to	Eilservs)
o		Lozenge	Everhate
i, l			
p	Bone	Eilservs	j

The members of each clan wear the appropriate emblem as a brooch (*cf.* Area 3, above).

7. Male Fighters' Society

Just as the female organization is a neutral instrument of the drow clerical hierarchy, so too is the fraternity of male fighters an instrument to counter any destructive feuding or power seizure by one or more of the merchant clans at the expense of the others. Of course, the society also furnishes troops for guard duty, patrols, *etc.*

The society consists of 16 smallish barracks buildings in two rows about 200 yards apart. These barracks are connected by a 20-foot-high wall to form a rectangular compound 240 yards long. At the rear end of the compound is a large building which contains store rooms, stable space for 2-12 pack lizards and 4-16 riding lizards, an assembly hall, and quarters where 21-40 slaves are penned.

There are always four guards on duty at the gate, and 64 sentries (four from each barracks) patrol the walls. Persons with clan or noble brooches may enter the place, but only clan devices will permit free movement throughout the whole compound, as noble representatives are restricted to the forepart of the place.

Entry to the compound is through a gatehouse flanked by two small towers. The left tower houses 20 guards (16 of 3rd level, 4 of 4th level) and the gate commander.

The right tower is the society leaders' quarters and offices. The lowest level has one large and two small rooms. Level 2 is the suite of General Istolil, and level 3 is that of the executive officer, Commander Captain Relonor. (Relonor is secretly in the service of the House of Tormtor. Hidden on his person is an electrum javelin brooch and a *ring of water walking*). The uppermost story is an armory with 20 military forks, 20 atlatls, 120 javelins, and a chest with 400 applications of sleep poison. Hidden in a lead case on a small ledge above the door and screened by cobwebs (90% unnoticeable) is a *wand of magic missiles* (50 charges) with the command word engraved upon it.

Each barracks has two levels, the lower housing 19-24 2nd level fighters. The upper

story has a day room and seven private chambers for officers—four 3rd level, two 4th level, and one 5th level captain. All furnishings are rather spartan. A small closet off the captain's room contains 20 bolt cases (each with 10 quarrels), 10 atlatls, 30 javelins, 10 military forks, and a small chest containing 400 applications of poison.

Each drow carries 1-6 each of gp and pp per level. Each captain has a small coffer with 20-120 gp and 20-120 pp (the fraternity treasury). The General and Exec each have a small coffer with 2-16 gems (100 gp each), and the General has in addition four pieces of jewelry and two *potions of frost giant strength*.

Level 2 Fighter: hp 10; MR 54%; AC 1; *chain +1, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 138

Level 3 Fighter: hp 14; MR 56%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 217

Level 4 Fighter: hp 19; MR 58%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +2*, atlatl with three poisoned javelins; XPV 341

Captain: Level 5 Fighter; hp 25; MR 60%: AC −4; *chain +4, buckler +4, shortsword +3, dagger +3*; XPV 330

Gate Commander: As captain, but with hand crossbow and 10 poisoned bolts; XPV 445

General Istolil: Level 7 Fighter; hp 42; MR 64%: AC −7; THAC0 14; #AT 3/2; *chain +5, buckler +3, shortsword +5, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 1,286

Commander Captain Relonar: Level 6 Fighter; hp 36; MR 62%: AC −6; THAC0 16; *chain +4, buckler +3, shortsword +5, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 841

8. Great Gate to the City

Although there are a number of small doors in the walls of the ancient drow city, this is the only entry permitted to non-drow. (Entry through any other portal will need to force a triple lock, triple bar, and automatically summon a Type II demon.) The gatehouse is a large pile of old black stone, frescoed with demonic visages. Two spiked bronze valves stand open at the far end, and a raised portcullis can close the nearer end of the passage. The city walls are 20 feet thick and those of the gatehouse 10 feet through. The construction is 70 feet wide and 40 feet deep and high. The tunnel which passes through its center is 20 feet square, with slits and murder holes guarding its length.

At the entry are five male drow guards (four 2nd level and one 4th level leader), and a similar troupe of female guards (four of 3rd level, one 5th level) blocks the inner end. Each group watches for entrants without the proper green garments, and those without are asked for their credentials (a brooch of clan or noble device).

The gatehouse proper houses an additional 12 male guards with three leaders (left side), 12 female guards with three leaders (right side), and the overall commander of the gate, Wode, a male fighter-mage. Wode is an ally of the House of Eilservs, so any person possessing an Eilservs or Tormtor badge will be passed with only minimal questioning by him.

Each soldier has 2-8 pp per level. Those above 3rd have one gem per level (50 gp) as well.

Male Guard: Level 2 Fighter; MR 54%; hp 9; AC 1; *chain +1, buckler +2, shortsword +1, dagger +1*, military fork; XPV 83

Male leader: Level 4 Fighter; hp 18; MR 58%; AC −2; *chain +3, buckler +3, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 337

Female Guard: Level 3 Fighter; hp 15; MR 56%; AC 0; *chain +2, buckler +2, shortsword +1 dagger +1*, hand crossbow with 10 poisoned bolts; XPV 235

Female leader: Level 5 Fighter; hp 25; MR 60%; AC −3; *chain +3, buckler +3, shortsword +2, dagger +2; XPV 370*

Wode, City Gate Commander: Level 3/6 Fighter/Magic-User; hp 30; MR 62%; AC −5; chain +3, buckler +3, shortsword +3, dagger +3, wand of viscid globs (15 charges), scroll of three spells (*hold portal* x3); XPV 2,300; Spells:

First Level: *comprehend languages, magic missile, shield, sleep*
Second Level: *mirror image, web*
Third Level: *fireball, tongues*

9. The City of Erelhei-Cinlu

This stronghold of the dark elvenfolk is countless centuries old. It is surrounded by walls of black stone, 30 feet high and adorned with crenelated battlements above that. At irregular intervals around the perimeter are 11 square towers, 40 feet on a side, 45 feet tall, and crenelated battlements adding over 6 feet to each tower's height. The walls are patrolled by pairs of male fighters passing between towers, and each tower houses 10 additional male guards and two leaders on its upper floors. The second level is a dayroom, and the first is used for the offices and quarters of the tower commander.

Each soldier has 2-8 pp per level. Those above 3rd have one gem per level (50 gp) as well.

City Wall Guard: Level 2 Fighter; MR 54%; hp 9; AC 1; *chain +1, buckler +2, shortsword +1, dagger +1*, military fork; XPV 83 each

City Wall guard leader: Level 3 Fighter; hp 13; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 214 each

City Tower Commander: Level 4 Fighter; hp 18; MR 58%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts, atlatl with 3 poisoned javelins; XPV 337 each

The untowered river wall of Erelhei-Cinlu is the special province of the female soldiers. This wall is very smooth and 50 feet high. Near the center of this edifice is the Noble Gate, a thickened wall section into which is built a set of special double gates protected from each side by portcullises. This gate guards the access to the flying bridge which spans the Pitchy Flow and leads to the high plateau upon which the noble families have their estates.

Barracks nearby house 36 fighters and their captain. Two patrols watch the walls from the parapet at all times; each consists of four fighters of 2nd level, two of 3rd level, and one level 4 leader. Each guard has (per level) 1-4 gp, 1-4 pp, and a gem (10 gp).

The commander of the Noble Gate is Jyslin, a cleric/fighter. She is a member of the Servants of Lolth, and wears her gold spider brooch proudly. She is openly hostile to anyone bearing the device of house Eilservs or Tormtor. Jyslin is accompanied everywhere by a pair of huge trained spiders. She carries a *periapt of proof against poison* (+4 to saving throws), 25 gp, 20 pp, eight gems (10 gp each), and wears a string of 12 matched pearls (10,000 gp value).

Level 2 Females (20): hp 11; MR 54%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 156 each, 3,120 for all

Level 3 Females (10): hp 15; MR 56%; AC −1; *chain +2, buckler +3, shortsword +1, dagger +1*, atlatl with three poisoned javelins; XPV 235 each, 2,350 for all

Level 4 Females (4): hp 20; MR 58%; AC −3; *chain +3, buckler +4, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts; XPV 345 each, 1,380 for all

Level 5 Females (2): hp 25; MR 60%; AC −4; *chain +4, buckler +4, shortsword +2, dagger +2*, atlatl with 3 poisoned javelins; XPV 485 each, 970 for all

Female Captain: Level 6 Fighter; hp 30; MR 62%; AC −5; *chain +4, buckler +4, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 805

Jyslin: Level 8/4 Cleric/Fighter; hp 48; MR 66%; AC −6; THAC0 16; SD +4 on saving throws vs. poison; *chain +4, buckler +4, mace +4, dagger +3*; XPV 6,222;

Spells:
First Level: *command, cure light wounds (x2), detect good (x2)*
Second Level: *hold person (x2), silence 15' radius* (x2), *slow poison*
Third Level: *cause blindness* (x3)
Fourth Level: *cure serious wounds* (x2), *protection from good 10' radius*

Huge Wolf Spiders (2): as huge spider but AL N(E); hp 17, 16; XPV 196, 193

The alien and strangely disturbing buildings of Erelhei-Cinlu are crowded together in a welter which confuse any not born and bred to the place. Its crooked, narrow streets and alleys are dimly illuminated by signs scribed in phosphorescent chemicals and occasional lichen growths or fire beetle cages. Not even the drow are certain what horrors lurk in the sewers beneath, but the rooftops are home to many sorts of large, huge, and giant spiders.

The main ways of this ancient and depraved city are thronged with as unlikely a mixture of creatures as can be imagined. Green cloaked illithids and kuo-toans rub shoulders with dark elves. Ghasts and ghouls roam freely, and an occasional shadow or vampire will be seen. Bugbears and troglodytes are common, as are other various servants and slaves of the drow (dwarves, goblins, half-orcs, humans, and orcs are sometimes free inhabitants of the place). All are pale from dwelling in the sunless Vault. Trolls slink by evil-looking men wearing the green garb. None are disturbed to pass a lesser demon or succubus, a night hag or mezzodaemon. These crowds part hurriedly for Noble Drow riding nightmares or the more powerful demons or daemons, but those of the dark elves with pack lizards must slowly force their way through traffic. Beggars of all sorts are seen, and half-drow thieves, pimps, and harlots are common.

Between 8,000 and 9,000 drow live in the city, and double that number of half-castes, servants, and slaves. To this permanent population can be added a thousand or so creatures visiting for purposes known only to themselves. The tiers and dungeons of Erelhei-Cinlu reek of debauchery and decadence, and the city's inhabitants are degenerate and effete. (Those with any promise and ability are brought out of the place to serve the fighting societies, merchant clans or noble houses. The rest are left to wallow in the sinkhole of absolute depravity which is Erelhei-Cinlu.) The most popular places in the city are the gambling dens, bordellos, taverns, drug saloons, and even less savory shops along the two main streets. The back streets and alleyways too, boast of brothels, poison shops, bars, and torture parlors. Unspeakable things transpire where the evil and jaded creatures seek pleasure, pain, excitement or arcane knowledge, and sometimes these seekers find they are victims. All visitors are warned that they enter the back streets of the city at their peril.

A male drow patrol polices the main streets of the city every hour, and a patrol of females (standard plus two displacer beasts, hp 32 each) works the back streets on a regular hourly round as well. But they are indifferent to the fate of any non-drow, and seek only to prevent major riots or destruction. The characters will encounter creatures every turn they roam the streets, and once every 6 turns spent inside any establishment open to public traffic.

Random Encounters in Erelhei-Cinlu

Main Thoroughfare

1d20	Encounter Type
1	Beggar, diseased
2-4	Demon*
5	Drow nobles
6	Drow patrol, males
7	Ghasts (5-8)
8	Human clerics
9	Human magic-users
10-11	Illithids (2-5)
12	Illithids (3-6)
13	Mezzodaemon
14	Night hag
15	Nycadaemon
16	Rakes (7-12)
17-18	Succubus
19	Thieves (2-5)
20	Trolls (2-5)

* Demon: Roll 1d6 to determine the Type

Back Street or Alleyway

1d20	Encounter Type
1	Beggar
2	Beggar, diseased
3	Demon, Type I, II, or III
4	Drow patrol, female
5	Ghasts (5-8)
6	Human clerics
7	Human magic-users
8	Illithids (2-5)
9	Mezzodaemon or Type IV demon
10	Night hag
11-14	Rakes (7-12)
15	Shadows (5-8)
16-17	Succubus
18	Thieves (2-5)
19	Trolls (2-5)
20	Vampire

Encounter Details

Most creatures: In addition to those mentioned below, various fell and evil creatures are wandering the alleys and main thoroughfares. They may be on a mission for a noble house or for the temple, on their own personal business, or merely taking recreation in the debauched city. In any event, they will not react kindly to individuals who get in their way.

Beggar, diseased: This vile creature will touch anyone who does not give him any money (if he dares, of course), with a 90% chance of infecting the victim with leprosy.

Drow Nobles: This group will stop to converse with unusual groups 75% of the time. If they see anything which appears dangerous to the welfare of the drow, they will immediately act—attack, summon passing creature(s) to aid them, make an arrest, *etc.*

The group includes 2-4 fighters of 4th-6th level guarding 1-3 cleric/fighters of the 6th-8th/4th-6th level and 1-2 male fighter/magic-users of 3rd-5th/7th-9th level. Each has high hit points (75% maximum or more), with principal attributes of 16 or more and Dexterity of 16-18.

Each guard has *chain +2, buckler +2, shortsword +3, dagger +3*, and a hand crossbow.

Each cleric/fighter has *chain +3, buckler +3, mace +3*, and a hand crossbow.

Each fighter/mage has *chain +4, buckler +3, shortsword +4, dagger +2*, and one has a *wand of cold* (70%) or a *wand of viscid globs* (30%). Spells will have been carefully chosen and will be used in coordination if needed.

Roll randomly to determine the Noble house involved in the encounter. Nobles from Tormtor and Eilserv will seek to place the party in conflict with the Temple of Lolth, describing to the party the fell doings there and blaming Lolth and her followers for all manner of evil doings in the surface world (part of which will be true), and showing them how to reach the Egg of Lolth. Nobles from the three houses actively opposing Eclavdra and house Eilserv will similarly encourage the party to strike out against the hated Eilservs.

Human clerics: This includes 1-2 fighters of level 5-7 guarding an evil (chaotic or neutral) cleric of level 10-13 and 2-4 lesser clerics of level 6-8. All have magical armor and shields. Each has some form of magic weapon (hammer, mace, or sword). The leader has a useful ring, a rod, staff, or wand which is useful for attack, and an attack or defense miscellaneous magic item which he or she can employ. Each lesser cleric has a 5% chance per level for each such item. Each fighter has a like chance for a useful ring, miscellaneous magic item, and 10% per level chance for one useful potion in addition. These groups are likely to attack and slay any humans they meet (such as explorers) who are of good alignment.

Human magic-users: This is either a pair (one level 14-16, one level 11-13) or a trio (one level 12-14, two level 9-11). Each wears *bracers of defense* with either *rings* or *robes of protection*, the higher levels having the best quality. The leader has a powerful staff, wand, or rod; lesser types have useful but not highly powerful items of this nature. Each wears two useful rings, and each has a magical dagger and 1-3 useful *scrolls of protection*. In addition, the leader has 3-4 useful items of miscellaneous magic, lesser magic-users 1-2 such. (Useful, as used here, means helpful for attack, defense, and/or protection in the City of Erelhei-Cinlu and on the journey to and from the place.)

Roll 1d20 to determine the alignment of each magic-user:

1-5	neutral
6-9	neutral evil
10-19	chaotic evil
20	lawful evil

If the magic-users are evil, they will attack any Good party they discover. Neutral magic-users are open to any reasonable offers, of course...

Illithids: The mind flayers generally ignore others unless provoked or attacked.

Rakes: Those roaming the streets of Erelhei-Cinlu include these bands of bitter youths, who are often outcasts. The group includes drow and half-drow/half-humans, the remainder being either half-orcs (60%) or half-drow/half-elves (40%). Drow crossbreeds have standard drow magic resistance but no spell ability.

Rakes encountered inside will be seated so as to appear to be several smaller groups. Those outside will be in two or three groups so as to surround and surprise their victims. All will scatter when a patrol or nobles appear, for they are greatly disliked by the drow military and upper class.

For bands with half-orcs, one to two are of that race. Most in the group are fighters of level 4-7, but any half-orc or half-drow is 50% likely to be a fighter/thief of level 3-5/4-7 or a fighter/assassin of level 4-6/4-6. They wear no armor, but have (drow) magical daggers and shortswords of up to +3 enchantment. (Use the weapons table given at the end of *thieves*, below.)

A band with half-elf/half-drow is all fighter/thieves of levels 4-7. They wear shirts of *chain +1* or *+2* under their garments, and each has *shortsword +1* and *dagger +1*. They are hostile to all they perceive as part of the system which prevails in their world, and the drow with them are of the few who are neither totally degenerate nor wholly evil; they hate the society around them and see no good in it. If the party manages a friendly meeting with these types, the youths tell them about the worship of the Demoness Lolth and the way to her Egg. The rakes will accompany the party to the area in question if a plan which seems reasonable to them is put forth. They will also leave the Vault and Egg areas in the course of adventuring.

Thieves: These are of several racial types; use the table below to determine each. All are evil. Their typical ploy is to have one member of the group pose as a beggar, while others "rescue" the mark from the "beggar's" diseased touch, thus having a chance to pick the mark's pocket, cut his or her purse, *etc.* If the victims seem to be weak, it is very probable that the thieves will strike from behind and kill in order to completely loot them. Each thief is level 5-8, but if 4-5 thieves are encountered deduct 1 level from each. Each has a (drow) magical dagger, and may (50%, check each) have a magical shortsword. Use the table below to find exact weapon strength.

1d12	Race of Thief
1-3	drow
4	dwarf
5-6	half-elf/half-Drow
7	gnome
8-9	half-human/half-Drow
10	half-human/half-elf
11	half-orc
12	human

Weapon Carried (Thief or Rake): Roll 1d20 per weapon

1-13 *dagger +1*
14-18 *dagger +2*
19-20 *dagger +3*

1-12 *short sword +1*
13-17 *short sword +2*
18-19 *short sword +3*
20 *short sword +4*

The Flying Bridge and Plateau Beyond

As mentioned previously, the only persons permitted to leave the city by the Noble Gate are those on business of the noble families, *i.e.* those with the proper devices and a good reason (fabricated or real) are allowed to pass over the bridge to the area north. The flying bridge joins the plateau about 30 feet higher than its southern end. The road beyond takes a variegated hue—violets, blues, greens, reds, purples—as it rises steeply to the top of the noble lands.

10-17. Lands of the Noble Houses

The plateau north of the Pitchy Flow serves as the exclusive preserve of the drow nobles. Each of the eight noble houses has its own estate and a palace-fortress complex thereon. Although there are no forests or fungi and crystal growths, there are small brakes and copses of these things growing along the road and between estate boundaries.

Each estate consists of a large (30+ room) palace surrounded by outbuildings and connecting walls to form a large compound. Outbuildings include 2-4 small villas, barracks, stables, menagerie, and slave quarters. Special personnel of each house are noted in the following descriptions, but every house includes some creatures and individuals as listed below.

Displacer beasts (2-8, trained hunting packs, XPV 475+8/hp)
Lizards, riding (7-12, XPV 90+5/hp)
Nightmares (2-5, XPV 600+8/hp)
Bugbear servants (9-16 Vault type; hp 16; AC 3) with heavy morning star, heavy crossbow, and 30 bolts; XPV 199 each
Troglodyte servants (19-24 Vault type; hp 10) with metal battle axe and three javelins; XPV 56 each
Slaves (21-50, various races)

Drow children (4-16, immature non-combatants)
1st level Drow, normally non-combatant but each with *dagger +1*: 21-30 males (hp 8 each, XPV 53 each), 11-20 females (hp 9 each, XPV 54 each)

Drow combatants, male:

Level 2 Fighter (8): hp 11; MR 54%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 148 each, 1184 for all
Level 3 Fighter (4): hp 16; MR 56%; AC −2; *chain +3, buckler +3, shortsword +3, dagger +3*, atlatl with three poisoned javelins; XPV 223 each, 892 for all
Level 4 Fighter (2): hp 24; MR 58%; AC −4; *chain +4, buckler +4, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts, XPV 361 each, 722 for all
Level 5 Fighter (1): hp 30; MR 60%; AC −5; *chain +4, buckler +4, shortsword +3, dagger +3*, atlatl with three poisoned javelins; XPV 510
Level 6 Fighter (1): hp 36; MR 62%; AC −6; *chain +4, buckler +4, shortsword +3, dagger +3, hand crossbow with 10 poisoned bolts; XPV 841*

Drow combatants, female:

Level 2 Fighters (6): hp 12; MR 54%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 158 each, 948 for all
Level 3 Fighters (12): hp 16; MR 56%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts; XPV 238 each, 2,856 for all
Level 4 Fighters (6): hp 24; MR 58%; AC −4; *chain +4, buckler +4, shortsword +2, dagger +2*, atlatl with three poisoned javelins; XPV 361 each, 2,166 for all
Level 5 Fighters (4): hp 30; MR 60%; AC −5; *chain +4, buckler +5, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 510 each, 2,040 for all
Level 6 Fighters (2): hp 36; MR 62%; AC −6; *chain +4, buckler +5, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 847 each, 1,694 for all
Level 7 Fighter (1): hp 42; MR 64%; AC −7; *chain +5, buckler +5, shortsword +4, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 1,286 for all

All combatants have military forks and fauchard-forks for wall defense.

In the following notes, each ruler is assumed to have armor and weapons commensurate with rank. Specific items of these sorts are not listed. Various magic items of the house are left to random selection, but in no case should super-powerful items (such as a sphere of annihilation or any artifact) be included. As a general rule, re-roll any item with gp value of 40,000 or more, and any other item you deem inappropriate.

Except for slaves, each individual of a noble house has 1-6 pp per level, and those above 4th level (or 5th combined levels) have 1-4 gems (100 gp each) per level. The palace has 100% chance of types R and U treasure (determine amounts randomly).

10. House of Tormtor

Device: Electrum javelin Rank: 7

Actively allied with the House of Eilservs (#17), rising and thus incurring the enmity of the other nobles, the Tormtors are very powerful despite their current low rank. The following nobles rule the house:

Cleric/Fighter female ruler: Level 10/7; hp 58; AC −6; XPV 7,144
Fighter/Magic-User male consort: Level 4/10; hp 52; AC −5; XPV 5,232
Cleric/Fighter female: Level 8/5; hp 48; AC −6; XPV 3,672
Cleric/Fighter female: Level 7/4; hp 42; AC −5; XPV 2,504
Fighter/Magic-user male: Level 4/6; hp 30; AC −5 (Bruherd, from the Fire Giant's Hall, level 3); XPV 2,025
Fighter/Magic-User male: Level 4/4; hp 20; AC −3; XPV 670

Tormtor magic items include the following: scroll of *protection from demons, ring of protection +3, staff of striking, wand of viscid globs*, and a *gem of summoning fire elementals* (as the brazier). Add the following randomly determined items: two potions, two scrolls, one ring, one rod/staff/wand, and one miscellaneous magic item.

11. House of Everhate

Device: Crossed silver daggers Rank: 5

Nominal supporters of the noble houses worshipping the demoness Lolth, but seldom active against the Eilservs-Tormtor faction, they prefer to wait to see the eventual outcome of the contest. The following nobles rule the house:

Guards, female fighters (8): Level 4; hp 24; AC −3; XPV 271 each, 2,168 total
Cleric/Fighter female ruler: Level 10/5; hp 60; AC −7; XPV 5,360
Fighter/Magic-User male consort: Level 5/8; hp 48; AC −6; XPV 3,672
Cleric/Fighter female: Level 9/4; hp 54; AC −5; XPV 5,264
Cleric/Fighter female: Level 8/4; hp 48; AC −4; XPV 3,672
Cleric/Fighter female: Level 6/4; hp 36; AC −4; XPV 1,635
Fighter/Magic-user male: Level 4/6; hp 36; AC −5; XPV 1,635
Fighter/Magic-User male: Level 4/4; hp 24; AC −3; XPV 694

Everhate magic items include the following: *staff of withering, wand of paralyzation*, and an *efreet bottle*. Add the following randomly determined items: three potions, three scrolls, two rings, and three miscellaneous magic items.

12. House of Despana

Device: Adamantite mace Rank: 3

The House of Despana is closely leagued with those of Kilsek and Noquar to bring ruin upon the Eilservs, for each of these families imagines that their house would then gain first precedence. The following nobles rule the Despana family:

Cleric/Fighter female: Level 11/6; hp 60; AC −8; XPV 7,180
Cleric/Fighter female: Level 8/7; hp 56; AC −6 (Nedylene, from the Hall of the Fire Giant King, level 3); XPV 10,518
Cleric/Fighter female: Level 5/5; hp 37; AC −4; XPV 1,645
Fighter/Magic-User male: Level 3/7; hp 35; AC −5; XPV 2,420
Fighter/Magic-User male: Level 5/4; hp 30; AC −5; XPV 1,065

Despana magic items include the following: *rod of cancellation, demon staff*, and *boots of speed*. Add the following randomly determined items: five potions, three scrolls, one ring, and three miscellaneous magic items.

13. House of Noquar

Device: Bronze nightmare's head Rank: 4

These close allies of the Despana and Kilseks secretly hope that the struggle with the Eilservs will weaken their allies so that Noquar will be the greatest noble family. The following nobles rule the Noquars:

Cleric/Fighter female: Level 8/8; hp 56; AC −8; XPV 5,296
Fighter/Magic-User male consort: Level 6/7; hp 44; AC −6; XPV 3,616
Cleric/Fighter female: Level 6/6; hp 42; AC −7; XPV 2,504
Cleric/Fighter female: Level 4/6; hp 30; AC −4; XPV 1,575
Fighter/Magic-User male: Level 2/5; hp 25; AC −4; XPV 700
Fighter female: Level 9; hp 45; AC 0 or −4 (if items are recovered); XPV 1,944; Derinnil. She was held prisoner by the kuo-toans (Chapter 10). If rescued by the PCs, she may betray them as soon as possible, or at best will point them in the direction of Eilserv's hidden shrine as the source of all evil.

Noquar magic items include the following: *potion of cloud giant strength, ring of spell storing, staff of healing, and two death lances*. Add the following randomly determined items: six potions, two scrolls of cleric spells, two scrolls of any sort, one rod/staff/wand, and four miscellaneous magic items.

14. House of Aleval

Device: Gold Wand Rank: 8

This weak family is primarily bent on gaining more power. As they are relatively unimportant, they can manage a semi-independent position, waiting for the Kilsek-Despana-Noquar faction or the Eilservs-Tormtor axis to wax supreme and then join with the victors. The following nobles rule the house:

Cleric-Fighter female ruler: Level 9/4; hp 54; AC −6; XPV 5,264
Fighter/Magic-User male consort: Level 3/6; hp 30; AC −5; XPV 1,575
Cleric/Fighter female: Level 4/4; hp 24; AC −4; XPV 694
Fighter/Magic-User males (2): Level 2/4; hp 20 each; AC −4; XPV 420

Aleval magic items include the following: *wand of enemy detection*, *snake staff* (hooded cobra), and *wings of flying*. Add the following randomly determined items: two potions, two scrolls, one ring, and one miscellaneous magic item.

15. House of Kilsek

Device: Mithril sword Rank: 2

Hatred and jealousy has always existed between Kilsek and Eilservs, and the Kilsek family is more than happy to be able to play the Despanas and Noquars against their rivals. The following nobles rule the house:

Cleric/Fighter female ruler: Level 9/6; hp 54; AC −7; XPV 5,264
Fighter/Magic-User male consort: Level 4/9; hp 45; AC −7; XPV 5,120
Cleric/Fighter female: Level 8/5; hp 48; AC −5; XPV 3,672
Cleric/Fighter female: Level 7/3; hp 36; AC −5; XPV 2,432
Fighter/Magic-User male: Level 3/6; hp 30; AC −4; XPV 1,575
Fighter/Magic-User male: Level 2/5; hp 25; AC −4; XPV 700

Kilsek magic items include the following: *ring of protection +1*, *wand of lightning bolts*, *bag of tricks*, and a *spear +3*. Add the following randomly determined items: six potions, four scrolls, and three miscellaneous magic items.

16. House of Godeep

Device: Platinum crossbow Rank: 6

The Godeep nobles are committed to the anti-Eilservs faction, for they perceive that they will gain greater rewards from the victorious Kilsek combination, and thus displace the Everhate House as 5th in precedence. The following nobles rule the house:

Cleric/Fighter female ruler: Level 9/4; hp 54; AC −8; XPV 5,264
Fighter/Magic-User male consort: Level 5/8; hp 48; AC −6; XPV 3,672
Cleric/Fighter female: Level 6/3; hp 36; AC −5; XPV 1,635
Fighter/Magic-User male: Level 5/5; hp 30; AC −4; XPV 1,575

Cleric/Fighter female: Level 4/4; hp 24; AC −4; XPV 694

Godeep magic items include the following: *wand of fear, cube of force, crossbow of accuracy*, and 14 *bolts +3* (with sleep poison). Add the following randomly determined items: two potions, two scrolls, and 1 miscellaneous magic item.

17. House of Eilservs

Device: Copper staff Rank: 1

The Eilservs have long seen a need for an absolute monarch to rule the Vault, and as the noble house of first precedence, they have reasoned that their mistress should be Queen of all drow. When this was proposed, the priestess of Lolth supported the other noble families aligned against the Eilservs, fearing that such a change would abolish her position as the final authority over all disputes and actions of the dark elves. Thereafter, the Eilservs and their followers turned away from the demoness and proclaimed their deity to be an Elder Elemental God.

Though there is no open warfare, there is much hatred, and both factions seek to destroy each other. An attempt to move worship of their deity into the upper world (to establish a puppet kingdom there and grow so powerful from this success that their demands for absolute rulership could no longer be thwarted) was ruined of late, and the family is now retrenching. The house is ruled by the following nobles:

Cleric/Fighter female: Level 10/4; hp 60; AC −8; XPV 17,850 (Eclavdra; see Note 1 below)
Fighter/Magic-user male consort: Level 5/12; hp 56; AC −7; XPV 7,108 (Lyme; he has a stone golem, hp 60, AC 5, XPV 8,950)
Cleric/Fighter female: Level 8/5; hp 40; AC −5; XPV 5,040
Fighter/Magic-User male: Level 3/8; hp 30; AC −5; XPV 3,420
Fighter/Magic-User male: level 4/6; hp 30; AC −4; XPV 1,575
Cleric/Fighter female: Level 5/3; hp 30; AC −4; XPV 1,065
Fighter female: Level 8; hp 60; AC −4; XPV 2,050 (Viconia, last seen in the fire giants' hall, level 3)
Cleric males (4): Level 4; hp 20 each; AC −2; XPV 386 each, 1,544 for all

Eilservs magic items include the following: *ring of protection +3, greater tentacle rod* and two *lesser tentacle rods* (see Note 2), *wand of viscid globs, stone of controlling earth elementals, frost brand short sword +3/+6*, and nine *bolts of power* (3 of each type; see Appendix B). Add the following randomly determined items: five potions, six scrolls, one ring, two rod/staff/wand, and three miscellaneous magic items.

Note 1: If Eclavdra was slain during the course of the adventure in the halls of Snurre, she has now either been recovered by *raise dead* or has been restored via *clone* by her consort Lyme. She still rules.

Note 2: If the *greater tentacle* rod is taken or destroyed, both lesser rods will be destroyed, and Eclavdra has a *rod of rulership*. If either or both of the *lesser rods* are taken or destroyed in previous adventuring, duplicates are in the possesion of the Eilservs. Note that for each of the three rods, a special ring must worn by the wielder to activate the rod's powers. They are useable only by clerics, and Eclavdra has the necessary rings.

Temple of the Eye

Two hexes to the northwest of the Eilservs estate is a secret entrance to the Temple of the Eye of the Elder Elemental God. (This temple is similar to that in the fire giants' lair.)

The temple is illuminated by a strange swirling light which seems to be part of the very air of the place. Eddies of luminosity drift and swirl here and there, causing the whole scene to be strange and uncertain. Distances and dimensions are tricky to determine in the shifting light of rusty purple motes and lavender rays. Globs of mauve and violet seem to seep and slide around. The ceiling of the Temple is out of visual range, 50 feet at the lowest, and well over 65 feet where it vaults upward.

Worship Area: Each pillar radiates a sense of *unease and insecurity* in a 5-foot radius. The wall to the west is a mural showing drow bowing to a cairn of black offering sacrifices, giving gifts, *etc.* The floor on this side of the column in the center is of porphyry, the pillars of serpentine, and their well-polished surfaces clash with each other and the strange light as well. The scenes on the west wall grow more horrific, showing human, drow, and spider sacrifices near the north (altar) end.

Servant's and Thrall's Worship area: The polished floor of red and black hornblende seems to flow between the obsidian pillars which close off this area. Each of these pillars radiates mild *fear* in a 2-foot radius, and if one is touched, the creature contacting it must actually save versus *fear* or run away in absolute panic. Passing between two pillars causes the creature to receive 2-8 points of electrical damage, or double that if wearing metal armor. The wall to the east shows a scene of various creatures crawling, then creeping, up to huge, vaguely squid-like creatures with 10 hairy tentacles. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, gnolls, orcs, trolls, halflings, ogres, goblins, *etc.* amongst the crowd. Those near the monsters are being torn apart and eaten as dainty morsels. There are three of these ghastly things, mottled in various shades and tints of purple and violet.

Priests' Area: The north wall of cloudy purple stone shows an amber-like inlay of a huge inverted triangle with a Y enclosed in it and touching the sides of the triangle. Beneath this, hanging on chains from the ceiling, is a black metal triangle and cylinder. The first tier of the area is of black stone shot through with veins of violet. The second tier is of dark gray stone, with specks of lilac and orange and purple. The third tier is dull black stone with whorls of plum and lavender and splotches of red. There is a great drum of blackened skin and chitinous material on the western third of the first tier. On the eastern third of this tier stands a rack from which hang nine silver cylinders. (These chime tubes are hollow and are worth 1,000 gp each.)

On the second tier is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. To either side of it are ranked large bronze braziers whose corroded green coloration is particularly nauseating in this setting. To the left and right of these braziers, set in triangular form with the point to the south, are two sets of three candelabra, each candelabrum having three branches. These are made of bronze green with age, and each branch holds a fat black candle which burns with a flame of leaping lavender and deep glowing purple but never grows smaller.

Nothing save the metal triangle stands upon the third tier.

If the altar stone is hit or touched by living flesh, it begins to fade in color, and in three rounds it becomes a translucent amethyst color with a black, amorphous center. Any further touch when the altar is thus transformed will paralyze the creature touching it for 5 to 20 turns. If the drum is beaten, the chimes rung, and the triangle struck while the altar is changed, a glowing golden eye will swim into view from the stone's writhing center. Each creature seeing the eye must roll 1d12, with fate as follows:

1d12	Effect
1	Death
2	Insanity*
3	Rage (attack own party*)
4	Fright and weakness (50% strength loss)*
5	Age 1-20 years
6-12	No effect (looked away in time)

* curable by *remove curse*

If the three *tentacle rods* are present when the eye appears, however, and the braziers are lit, the altar becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle comes out of the altar and grabs the nearest living creature, and draws it into the stone; the victim is totally destroyed. The altar then returns to its dead state, and atop of it is the thing most wished for by the party, or something which will enable them to attain the end or state they most desire (perhaps pointing out the location of the Egg of Lolth, area 18). If a second summoning of this Elder Elemental God is made within the same day, it acts as follows:

1d12	Result
1	Seize and devour 1-4 more creatures but not grant any desires
2	Strike everyone present totally blind and not grant any desires
3	Raise the ability score of each being present by one in each category but take no sacrifice
4-12	Ignore the whole thing

The large pillar in the east on the first tier is of malachite and is covered with graven signs and sigils. If the correct pair are touched, the creature touching them will be transported to Eclavdra's chambers (This pair should be the same as the pair that operates the similar mechanism in the Giant's temple.)

18. Entrance to the Egg of Lolth

From the flying bridge which spans the Pitchy Flow between Erelhei-Cinlu and the nobles' plateau, the road northeast leads to a broad and high gallery, 100 feet and more wide and over a mile long. Its walls have been carved by slaves over centuries, so that everywhere the eye rests a grinning demon face, feeding spider, gibbering manes, or scenes of disgusting practices or the revolting landscapes of the planes upon which demons dwell will sicken the viewer. Skulls and orgy scenes are the typical motifs used to border major reliefs. The sculpturing becomes more detailed, more disgusting, more horrible as the end of the passage nears.

The whole area known as Lolth's Egg glows with a rusty red light, as if the very air contains phosphorescent particles, while certain rock strata and lichens add their putrid greenish light, so that the whole scene is fitting for a creature from a plane of the Abyss. The roadway leads directly to an ugly structure, a squat building (60′ x 100′ x 30′) of yellowish rock, crouching about 100 yards from the entranceway. It too is ornately sculpted in demoniac bas-relief, for the building is the Lesser Temple of Lolth.

The open interior of the Lesser Temple is pillared. In the center, two frames resembling spiderwebs flank a large sacrificial altar. Sixteen exceptionally large black widow spiders dwell herein on the ledges around the interior. They have webs spun around 20 feet above the floor, so that they can move quickly about the whole interior, and they attack any non-drow they see. They have no treasure. (When a ritual sacrifice is made at the altar, two victims are placed into the frames for feeding of the temple spiders.)

Spiders, giant (16): hp 44 each; XPV 535 each, 8,560 for all

An obscene tapestry at the rear of the temple screens a pair of double doors which lead to the lower level of the place. Here are store rooms, a kitchen, refractory, cells for sacrifices (three current victims therein), and slave barracks where a dozen prisoners (of various races) are kept when not laboring for the glory of Lolth. There is a suite of six rooms wherein dwell the three clerics of the Lesser Temple. A small barracks provides for 10 guards. All the staff members are female drow, and each proudly wears a golden brooch. Each has one gem (100 gp) per level; fighters each have 2-8 pp per level, clerics twice that amount.

Level 3 Fighters (8): hp 15; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 220 each, 1,760 for all
Level 5 Fighters (2): hp 30; MR 60%; AC −3; *chain +3, buckler +3, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 510 each
Under-priestesses (2): Level 6 Cleric; hp 30; MR 62%; AC −3; *chain +3, buckler +4, mace +2*; XPV 930; Spells:
- First Level: *bless, command, cure light wounds, fear*
- Second Level: *chant, silence 15′ radius, slow poison*
- Third Level: *bestow curse, prayer*

High Priestess Baltana: Level 10 Cleric; hp 56; MR 70%; AC -6; THAC0 14; *chain +4, buckler +3, mace +3, demon staff*; XPV 5,884; Spells:
- First Level: *command* (x2), *cure light wounds* (x2), *detect good, sanctuary* (x2)
- Second Level: *augury, hold person* (x2), *speak with animals*
- Third Level: *blindness, prayer, speak with dead*
- Fourth Level: *cure serious wounds, neutralize poison, tongues*
- Fifth Level: *quest, true seeing*

A secret trap door in the floor of Baltana's sleeping chamber leads 10 feet downwards. The 2nd rung of the ladder is set to come loose and precipitate the climber to the bottom, where a covered pit drops the victim another 10 feet onto a bed of six poisoned spikes (2-5 hit, Dmg 1-6 each plus save vs. poison per hit). The treasury of the Lesser Temple is kept in a 20′ x 10′ room at the ladder's base. A locked chest contains 5,780 gp and 12 pieces of wrought gold jewelry (value 200-1,200 gp each). There is a secret door in the pit, however, which will open to reveal a small platinum coffer (worth 2,500 gp) containing 1,000 pp and 100 gems (50 gp each). A loose stone beneath the coffer hides a temple service (chalice, dish, and ewer) of gem-studded gold, worth 10,000, 20,000, and 25,000 gp respectively.

19. The Great Fane of Lolth

At the very center of the Egg of Lolth is a mound upon which is built the great temple to the demoness, the Fane whereat only the noble drow are allowed to come. The edifice is a pagoda-like structure, decorated with many carved spiders and demon statues. If any humanoid creature climbs upon it, a magic spell releases 20 stone gargoyles, turning them back into normal monsters. The 68 windows of the structure are each guarded by a shadow, which will attack any who enter by surprise at +4 to hit.

A detailed encounter key to the Fane follows the description of area #20 (below), and maps of the six levels of the Fane are in the map booklet.

Gargoyles (20): hp 20 each; XVP 265 each, 5,300 for all
Shadows (68): hp 17 each; XVP 293 each, 19,924 for all

20. Wharf Cavern

The Fane maintains a secret base here, for its agents travel the waters of the Pitchy Flow, the Svartjet, and even fare upon the Sunless Sea at times. Moored at a stone jetty are two small galleys, about 40 feet long, with eight oars per side. These black craft are adorned with demon figureheads. Six ghasts and 66 ghouls dwell in the cavern, serving as guards and crew for the vessels.

The first ship bears the dark elven runes *In Lolth's Name*, while the second is named *Lolth Commands*. If Lolth's name is uttered by the first person to set foot on one of these ships, the demon figurehead is awakened to a semi-living state, thus serving as forward lookout. If the vessel is attacked, the figure comes to full life as a Type II demon, and protects the ship. If Lolth's name is *not* spoken by the first creature boarding, the figurehead comes

to full life immediately and attacks the trespassers. If the demon is slain, it magically returns to a figurehead, but it is thereafter powerless until a human sacrifice and a *prayer* to Lolth are offered.

Each galley has a sail of silver-black spider silk which has magical power. When the sail is set, the ship can stand still against any current up to 15 knots speed. It can move without wind or across currentless waters at 3 knots speed. The sail will add 3 knots when sailing with a current or wind or under oared movement. The sail's magical power enables negation of adverse winds and/or currents up to 15 knots speed, so travel against the wind or upcurrent is easily accomplished by rowing.

Each galley can hold 16 rowers, 24 other persons, and sufficient food and water for all for about 2 weeks or so. This leaves sufficient room for about 100 cubic feet of cargo in addition.

Ghasts (6): hp 20 each; XPV 445 each, 2,670 for all
Ghouls (66): hp 10 each; XPV 190 each, 1,900 for all
Demon, Type II: hp 72; XPV 2,864

The Fane of Lolth: Encounter Key

This is a detailed key of area #19. Each individual in the Fane has 2-8 pp per level, plus 1-2 gems per level. Gems are worth 50 gp each, or 100 gp each for clerics. All guards use deadly poison on their missile weapons, rather than the lesser *sleep* or other poison types. Each proudly wears a gold spider brooch.

Fane Level One (rooms 1-10)

1. Balistraded steps

These stairs are fashioned to resemble a spider web, and lead up to the main story of the Fane.

2. Foyer

This area of the temple is deserted. The black stone of the floor is shot with web-like traceries of white, and the marble pillars are veined with black webbing. Normally, some noble comes only this far when a special favor is requested, for minor sacrifices are made at #3 and #4. The walls of the place are hung with gauzy material, and the overall effect is that of standing amidst endless webs.

3. Altar

The two altars are nearly identical. Each is carved with many spider shapes, and two candles burn on each end. The altar bears an octagonal offerings device made of beaten gold (worth 3,000 gp), and the candle holders are of onyx inlaid with gold (300 gp each).

Offerings of goods are placed on the left altar; the device is a platter. Minor offerings of blood are placed on the right altar, so the device thereon is a bowl.

4. Meditation Area

Runes inlaid in the floor of each of these areas state, in drow, "Think on the glory of Mighty Lolth, for She will aid those faithful to Her."

The inlaid runes at area 4A are made of silver. Those who meditate here can contact Lolth quickly and directly, for she will telepathically link her mind to that of her worshipper. Naturally, Lolth will mentally attack any creature who is not chaotic evil and devoted to her (by psionic *domination*, magical *command*, and/or with 9-16 large *summoned* spiders; see the demoness' abilities, Appendix A).

At area 4B, the runes are mother-of-pearl. No mental contact occurs from here unless a special sacrifice is made by the priestesses (see levels 2 and 3) while the supplicant is meditating. In that case, Lolth will be most likely to aid the supplicant by advice, and the clerics will also be of assistance.

5. Council Chamber

A long table fills the center of the room, with several chairs around it and several comfortable couches along the walls. The floor is covered with soft carpeting, and the walls are hung with gossamer veils. Those who have sacrificed richly to Lolth are brought here for rest, refreshment, and clerical advice after (or instead of) meditation. The secret door has small spy holes which can be opened to permit viewing and listening.

Areas 5A and 5B are identical.

6. Outer Guard Post

Two female drow guards are on duty here at all times. The room is plain and sparsely furnished with table, a few chairs, and a couch. A door connects to the inner guard post (#9).

Guards (2): Level 3 Fighter; hp 15; AC 0; *shortsword +1*, *dagger +1*, hand crossbow with 10 poisoned bolts; XPV 220 each

7. The Great Temple

The floor here is also of traceried black stone, but at its center it appears to be a 20-foot diameter pool of clear amber liquid, in the middle of which floats a huge black spider with human forearms instead of legs and a drow face between the multiple spider eyes of the head. As the viewer approaches, this pool seems to slowly rise above the level of the floor, until the likeness of the demoness is apparently floating in an amber column which extends from floor to ceiling. (Its exact height varies by its distance from the closest living creature.) Tests will show that this is a projection, an image of the real Lolth, although one without senses.

This is as close to the actual as most drow care to come. Those making great offerings are permitted to come to this area escorted by clerics.

The wall to the north of the image bears what appears to be a strange mural, flanked by two silver braziers gently giving forth smoke of incense. The smoke goes drifting to this mural and into it, as if drawn by a draft. The mural itself is a scene resembling a starry sky, but a tunnel of webs stretches into space—the opening, apparently, a passageway to the galaxy. The effect appears dimensional, but can be touched and felt to be flat. The mural wall radiates a strong magic, but has no evil aura.

If any individual is bold enough to move through the projection of Lolth (walk, fly, or whatever) and then touch the mural, he or she is instantly drawn into the tunnel vortex and brought to the plane of the Abyss wherein Lolth actually dwells. The mural is actually an astral *gate*.

8. Stairs

A giant black widow spider guards these web-like stairs from a position about half-way upon them. She attacks any creature who does not wear a golden spider brooch.

Stairs 8A lead up to level 2; those at 8B lead down to the dungeon. Each is guarded by an identical spider.

Spider, Giant Black Widow (2, 1 per stair): hp 36 each; XPV 566

9. Inner Guard Post

One 4th level and four 3rd level female drow are always on duty at each of these stations. They make hourly rounds of the whole of level one, those at 9A doing so on the hour, those at 9B touring on the half-hour. A door connects to the outer guard post (#6).

Level 3 Fighters (4): hp 15; MR 56%: AC 0; *chain +2*, *buckler +2*, *shortsword +1*, *dagger +1*, hand crossbow with 10 poisoned bolts; XPV 220 each
Level 4 Fighter (1): hp 20; MR 58%; AC −2; *chain +3*, *buckler +3*, *shortsword +2*, *dagger +2*, hand crossbow with 10 poisoned bolts; XPV 320

10. Slave Quarters

These areas at the back of the Fane are stark, with only the barest necessities for sleeping and sanitation. The windows are high up and barred with adamantite rods set in the solid stone. The door has a small window (which can be closed) and heavy locks. Each room contains 11-16 slaves of various races.

Dungeon of the Fane (rooms 11-17)

WARNING: Be sure you are familiar with Lolth's abilities and possible combat strategies before adventurers descend to this level of the Fane.

11. Stair Landing

As the party descends, they will note that the air here has a grayish light instead of the reddish one common elsewhere in the Egg of Lolth. The walls are covered with luminescent frescoes of spiders feeding upon prey and lesser demons dragging sacrifices (horror-stricken humans and like creatures) to torture and death. These murals are everywhere on the dungeon walls.

12. Sacrificial Area

This area is where only the High Priestess Charinida (level 5) and her two assistants (rooms 33 and 35) may enter and sacrifice to Lolth. Such sacrifices actually bring the demoness forth. The floor is a webbing of silver inlaid in black onyx, and the walls in the area show only likenesses of Lolth. All creatures of other than chaotic evil alignment must save versus *fear* when they enter this area. An aura of absolute evil is tangible, even if saves are successful.

13. Altar

Here stands an altar stone of jet, hollowed so as to hold a man-sized form of up to 8 feet in length. It has inlays of skeletons and spiders made of ivory, silver, and precious stones (20 rubies worth 1,000 gp each). Any creature laid into the hollow is instantly enmeshed in *webs* which spring forth from tiny holes on either side of the hollowed-out portion.

To either side of the altar are small silver cages. Into these are thrust additional sacrifice victims when an especially great offering is demanded by the demoness, and Lolth will paralyze these victims and then take them to feed upon at her leisure. In the cage to the right is a male drow fighter/magic-user placed into captivity yesterday and paralyzed by the spider demoness. He is Nilonim, a dissident drow captured in Erelhei-Cinlu where he led a band of rebels attempting to overthrow noble rule. He has a slight but terrible tendency towards good deeds.

Nilonim: AL N(G); Level 4/4 Fighter/Magic-User; hp 24; MR 58%; AC 6; no weapons or spells; XPV 419
S 12 I 18 W 9 D 18 Co 15 Ch 13

14. Webbed Passage

The passage here is totally screened off by thick webs cast by Lolth herself. While these webs appear to be normal spider strands, they will not burn. They are, of course, sticky. A tunnel down the center permits Lolth (and other spider beings) to come and go at will.

15. The Web of Lolth

Lolth will attack any creature who dares enter her abode. The doors to the north are one-way, and are hidden by webs; if sorely pressed, Lolth may use them to escape. If she flees or is slain in her current form, a silvery (platinum) Egg appears, nearly eight inches across. It can be opened only by applying a *remove curse*, but whomever does so is *geased* to enter the astral *gate* (area 7) and confront Lolth or die trying. Within the platinum Egg are four small objects—an iron Pyramid, a silver Sphere, a bronze eight-pointed Star, and a Cube of pale blue crystal. (These items have value and use only if the party continues into Lolth's plane, Chapter 13.)

Lolth, Demon Queen of Spiders: See Appendix A

16. Cells

This area is magical; it has been subjected to one of Lolth's arcane spells which negates all clerical ability to banish undead. Along the east wall of this 30-foot- wide corridor are 11 slaves (sacrifices) imprisoned in five locked and barred cells. Along the west wall are six cubicles wherein dwell the dozen guards who watch over these prisoners—four huge ghasts and eight huge ghouls. These creatures are always alert, cannot be surprised, and (due to the enchantment on the area) cannot be Turned or Destroyed by a cleric.

Ghouls, huge (8): hp 16 each; XPV 214 each, 1,712 for all
Ghasts, huge (4): hp 32 each; XPV 617 each, 2,468 for all

17. Secret Passage

The secret door sinks down to allow passage along a 4-foot-wide corridor. This leads to steps down to a 10-foot-wide tunnel to the Wharf Cavern (area 20).

Fane Level Two (rooms 21-25) Guard Area

21. Sergeants

Each of these three rooms is a barracks for two female drow fighters. Each room is richly carpeted, tapestried, and furnished with soft couch, inlaid wood table, padded chairs, and so forth.

Level 4 Fighter (2 per room): hp 20; MR 58%; AC −2; *chain +3, buckler +3, shortsword +2, dagger +2*, hand crossbow with 10 poisoned bolts; XPV 320 each

22. Regulars

Each of these four rooms quarters four female drow fighters. The rooms are somewhat less well-appointed than those for the higher level guards (#21).

Level 3 Fighter (4 per room): hp 15; MR 56%; AC −1; *chain +2, buckler +3, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 220 each

23. Trainees

These four rooms serve as barracks for 24 female drow fighter-trainees. The rooms are rather plain and functional.

Level 2 Fighter (6 per room): hp 10; MR 54%; AC 0; *chain +2, buckler +2, shortsword +1, dagger +1*, hand crossbow with 10 poisoned bolts; XPV 146 each

24. Lieutenants

This room quarters two female drow fighters, one of whom is in charge of the trainees, the other commanding the balance of the troops herein. Each commander has two sapphires (1,000 gp each) set in the gold spider brooch. The area is very richly furnished, and the room to the west is likewise well-appointed, with two soft couches covered with silks. The small closet off the sleeping area is an arsenal, containing 30 hand crossbows, 30 cases of bolts, 10 atlatls, 30 javelins, two *death lances*, and a chest containing poison sufficient for 500 applications.

Level 5 Fighters (2): hp 30; MR 60%; AC −3; *chain +3, buckler +3, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 470 each

25. Passages and Stairs

The open areas of the level have narrow tables and benches along the walls. At this point there are always four regulars (as per room 22) on alert duty. Only priestesses and officers of the guard are permitted to go above.

Fane Level Three (rooms 31-35)

This level is reserved for the underpriestesses of the Fane. All rooms are richly carpeted and hung with fine tapestries.

31. Clerics' Quarters

Two female clerics dwell in each of these two rooms. They assist in the more common rituals but are not permitted to venture into the lower level before Lolth herself.

Level 4 Cleric (2 per room): hp 24; MR 58%; AC 0; *chain +2, buckler +2, mace +2*; XPV 476 each; Spells (each):
- First Level: *bless, command, cure light wounds* (x2), *detect good*
- Second Level: *augury, chant, hold person, slow poison*

32. Chamber

Each of these two rooms is quarters for a female drow Lama, one of the clerics entrusted with most matters except those involving Lolth herself.

Level 7 Cleric (2, 1 per room): hp 42; MR 64%; AC −3; *chain +3, buckler +3, mace +3, staff of striking*; XPV 1,586; Spells:
- First Level: *command, cure light wounds* (x2), *detect good, sanctuary*
- Second Level: *detect charm, hold person, silence 15′ radius, slow poison* (x2)
- Third Level: *cause blindness, prayer, speak with dead*
- Fourth Level: *cure serious wounds, protection from good 10′ radius*

33. Suite

This is the home of Vlondril, who was encountered by the party at the Drow Command post. She has her *lurker cloak* and *spider wand* (50 charges). This item can be used as a ranged or hand-held device. If the former, it produces a strand equal to a *rope of entanglement* to 1″ range (duration 3 rounds). If the latter, a victim hit must save vs. poison or die. (A charge is used per touch, regardless of effect.)

Vlondril: Level 9 Cleric; hp 54; MR 68%; AC −6; THAC0 16; *chain +4, buckler +4, mace +4, lurker cloak, spider wand*; XPV 4,876 Spells:
- First Level: *cure light wounds* (x3), *detect good, fear, sanctuary*
- Second Level: *augury, detect charm, hold person* (x2), *silence 15′ radius* (x2)
- Third Level: *cause blindness, dispel magic* (x2), *prayer*
- Fourth Level: *cure serious wounds, neutralize poison, tongues*
- Fifth Level: *commune* (to contact Lolth immediately)

34. Dining Room

This area is where the priestesses dine and generally enjoy themselves. There are numerous couches, small tables, and cushions (*etc.*) scattered about. There are eight gold services (plate, bowl, flagon, utensils), all pieces set with small gems. Values per set are as follows: 4 of 3,000 gp, two of 5,000 gp, and two of 12,500 gp.

35. Chambers

These chambers are those of Inidil, another 9th level cleric. Amongst her belongings is a a scroll of seven cleric spells (determine randomly).

Inidil, Level 9 Cleric: as per Vlondril (#33) without *lurker cloak*

Fane Level Four (rooms 41-43)

41. Common Room

This is the administrative and relaxation area for the top officers of the Fane soldiers. Herein are three desks, six chairs, one large and two small tables, and four couches.

42. Captains

This is the dayroom and quarters of two female drow fighters, captains of the guard. Their chambers are hung with costly (though lewd) tapestries which have an average commercial value of 2,000 gp each. Their gold spider brooches have two emeralds per brooch (2,000 gp per stone).

Level 6 Fighter: hp 36; MR 62%; AC −5; *chain +4, buckler +4, shortsword +3, dagger +3*, hand crossbow with 10 poisoned bolts; XPV 766

Level 7 Fighter: hp 42; MR 64%; AC −5; *chain +4, buckler +4, shortsword +4, dagger +4*, hand crossbow with 10 poisoned bolts; XPV 1,161

43. Commander

This is the dayroom and quarters of Commander Pellanistra, the female drow fighter who commands all the troops herein. Her apartment is very expensively and lavishly furnished, and amidst the articles are several lewd statuettes (2-5 jade carvings worth 1,000-6,000 gp each) and 14 tapestries (average value 1,500 gp each). She wears a *ring of antivenom* (20 charges) which makes her immune to all forms of poison as long as the charges hold out. Her gold brooch is set with two diamonds (5,000 gp each). Pellanistra is of the House of Noquar originally, so she is exceptionally hostile to any of the Eilservs ilk.

Level 8 Fighter: hp 56; MR 66%; AC −7; *chain +5, buckler +5, shortsword +5, dagger +5*, hand crossbow with 10 poisoned bolts; XPV 1,835

Fane Level Five (rooms 51-54)

This level is the private domain of the Charinida, High Priestess of Queen Lolth. She has a *demon staff*, and wears an *amulet vs. crystal balls and ESP.*

High Priestess Charinida: Level 14 Cleric; hp 64; MR 78%; AC −9; THAC0 8; *chain +5, buckler +3, mace +5, ring of protection +1*, and other items as above; XPV 16,802; Spells:

- First Level: *command* (x3), *cure light wounds* (x2), *resist cold, sanctuary* (x2)
- Second Level: *augury, detect charm, hold person* (x2), *resist fire* (x2), *silence 15′ radius, speak with animals*
- Third Level: *animate dead, bestow curse, cause blindness, prayer, remove curse, speak with dead*
- Fourth Level: *cure serious wounds, neutralize poison* (x2), *protection from good 10′ radius, sticks to snakes, tongues*
- Fifth Level: *flame strike, quest, true seeing*
- Sixth Level: *animate object, heal*

51. Lounge

This area is decorated with innumerable perverted and lewd paintings, tapestries, statues, *etc.* Even the carpets are obscene. At intervals, however, are silver threaded hangings which have a spider embroidered upon them, with 1,000 gp rubies set as eyes (2 per tapestry). One hangs at the end of the west passage, two on the north wall, and two on each of the east and south walls, while an 8th depends from the wall beside the door to room 52. If any creature other than Charinida touches it, the embroidered spider becomes a giant black widow. The High Priestess can command any to life by an incantation (3 segments' chant, takes effect four segments thereafter). There are various containers for wine and spirits scattered about, and several sorts of drugs (mushroom powder, poppy juice, lotus dust) are contained in gold and crystal dishes on a bone and silver stand. Debauchery is the keynote of the place.

A special warning device connected to the stairs alerts Charinida of trespassers, and she will observe them through the slit of the secret door of room 2).

Spider, Giant Black Widow: hp 36; XPV 566

52. Bedchamber

This room is as lewdly and evilly decorated as the outer room. There are no spider tapestries here, merely opulent furnishings, including various jeweled objects of great value (13 items with a worth of 1,000-8,000 gp each), including a strange platinum rune set with black opals. If this is touched, a nycadaemon is summoned; it will expect something altogether different than the party of adventurers, and so will immediately attack.

53. First Secret Room

Behind the secret door is a cell wherein is chained an insane human of great strength, kept here by Charinida for whatever purposes please her at the time. There are several whips and torture instruments on one wall, and near them is a gag and a *ring of invisibility.* The prisoner is bound to the east wall where the secret entrance to room 54 is.

Insane human: Level 9 Fighter; hp 73 ; XPV 1,776
S 18/81 I 11 W 9 D 16 Co 18 Ch 17

54. Second Secret Room

This is the treasury room of the Fane. The only thing in the room which can be normally seen is a small metal idol of a spider. (If this palm-sized sculpture is touched, all living matter within a 30-foot radius is transported instantly to the dungeon, room 15, to stand before Lolth.) There are four chests herein, all locked, with poison needle traps in the handles and latches. All are constructed from silver-inlaid iron lined with lead. All have been dusted with a rare permanent form of *dust of disappearance.*

Chest #1 contains 11,230 gp and three packets (12 applications each) of the same rare *dust of disappearance.* Chest #2 holds 4,389 pp. Chest #3 contains 20 potions and 8 scrolls (all clerical or of protective nature). Chest #4 contains 37 pieces of jewelry set with gems (1,000-6,000 gp value each), a sack of 103 gems (10 gp each), a small pouch with 41 small gems (50 gp each), and 29 large ones (100 gp each), and an ivory box (covered with an invisible contact poison, save at −6) lined with satin which holds 13 diamonds (5,000 gp each) and a *talisman of lawfulness.* The diamonds are wrapped in a velvet cloth, and the *talisman* in a strangely printed silk square. If the latter is laid atop the former, it reveals writing in drow runes. The writing tells how to reach the plane upon which Lolth can be found (via room 7 on level one, or by other magical means, such as multiple *plane shifts*).

PART 3: Q1

CHAPTER 13: The Demonweb Pits

Should the players escape from The Vault of the Drow, they may eventually reach the surface-world again. If they have entered the Abysmal Plane already, nor found the *Egg of Lolth**, they find the situation in Istivin similar as before—the mighty sages arguing about the best method to handle the glowing black sphere, the surface of the sphere accepting some adventurers, but not others.

If the the adventurers attempt to enter the sphere at this time, they are drawn into it and placed, with the Egg, at location marked *Start*. Lolth wants those who have wreaked such havoc in her earthly domain to drop in for a visit.

If the player characters have already discovered the Egg, and been drawn into the tapestry, they begin at the location marked START as well.

The platinum Egg is Lolth's "gift" to the party. It weighs about 60 gp and has no seams, hinges, or other signs of opening. It cannot be opened by hand or force, although it may be dented. It can only be opened by casting a *remove curse* upon it. The person casting the spell becomes *cursed* (saving throw applies) to enter the astral gate to Lolth's plane, by running through the amber pool (and the illusion of Lolth) and then through the mural. The character so *cursed* will attempt to retain possession of the Egg. If prevented by other characters, the *cursed* person will either attack or, if outnumbered, bribe the party with the Egg's contents. Inside the Egg are four items—an iron Pyramid, a silver Sphere, an eight-pointed bronze Star, and a pale blue crystal Cube. All of these are powerfully magical. They will serve as teleportation keys for rooms on the Web.

Remove curse has the above effect on the Egg. Other spells that may be cast upon the Egg have effects as follows.

Augury reveals to the caster that the Egg contains the chance for great weal (destruction of Lolth) and equally great woe (loss of character life).

Dispel magic or *dispel evil* causes the Egg to shimmer as if about to dissolve, but the Egg is left unharmed when the effect passes.

Commune, *contact higher plane*, and similar spells calling in the aid of more powerful creatures result in the newly arrived being advising a *remove curse* on the item (providing it on a scroll, perhaps). The other great powers have no desire to challenge Lolth directly, but if the player characters were to act as their unknowing agents and defeat the Spider Queen, so much the better.

Identify, if cast successfully, shows the holder of the Egg that only a *remove curse* will open the Egg to reveal the riches inside.

* The Egg is acquired in the Fane of Lolth in the Vault of the Drow, dungeon room 5.

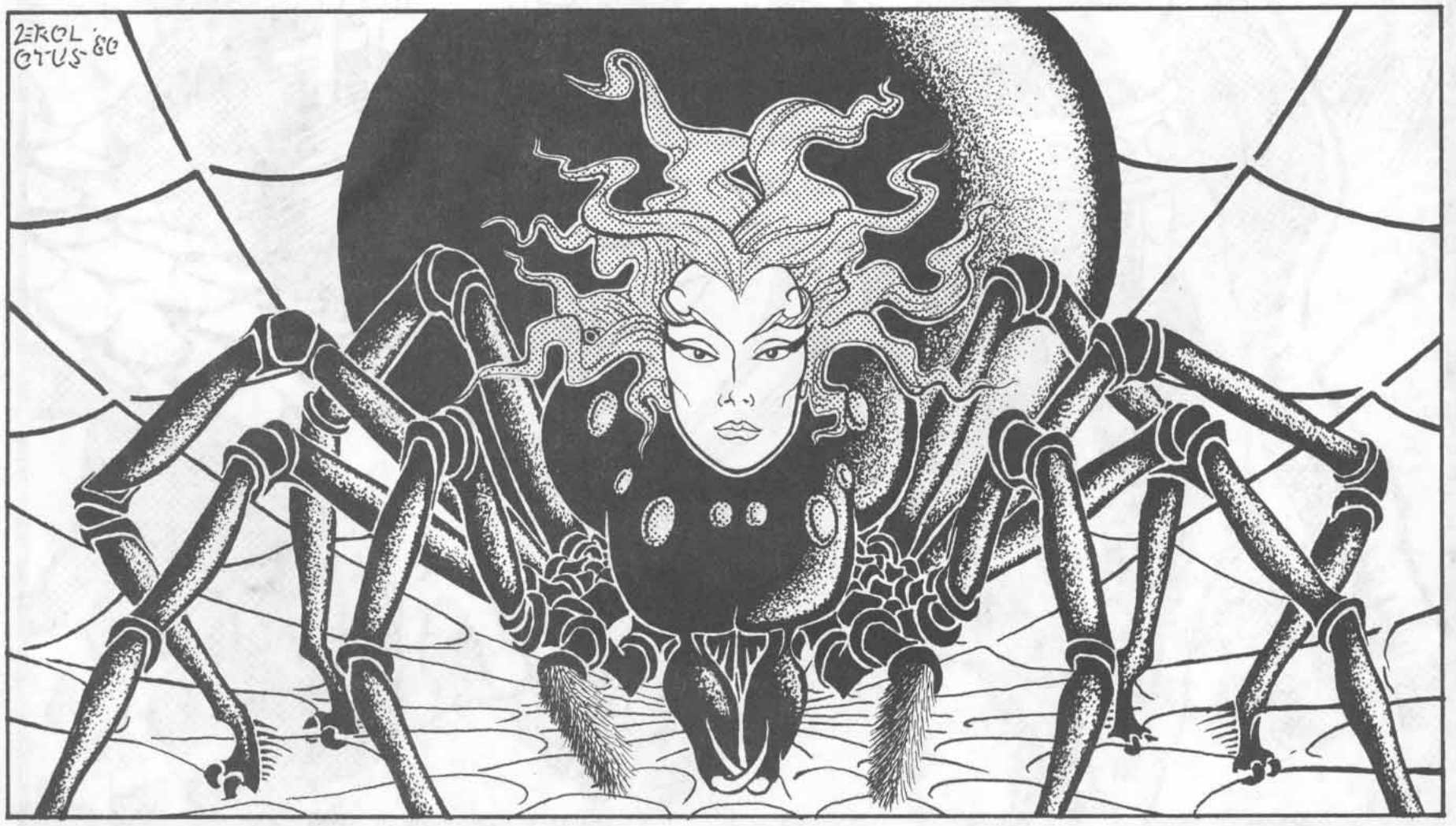
To enter the astral gate that will carry the characters to Lolth's plane (the *DEMONWEB*), characters must first walk through the amber pool containing the Illusion of Lolth. After doing this, they are able to step through the mural on the far wall and enter the *DEMONWEB*. If the characters enter through the black sphere, they find the Egg at the *Start* location, as well.

The Web is one of the 666 layers of the Abyss. It consists of three interwoven levels, over which floats a fourth. All the levels are dark, but can be illuminated by torches of magical light. The light cannot penetrate the fog around the Web's pathways, but the "corridors" can be lit. On each of the three interwoven levels are four doors that lead to rooms on other layers of the Abyss (not shown on the map, as they would clutter it and make it difficult to read). The fourth level has eight doors that lead to alternate worlds of the Prime Material Plane, and one door that leads to the level of the Abyss which contains Lolth's palace.

Spell Alterations

General Notes

Lolth's world in the Abyss is an environment quite unlike the Prime Material Plane, where most AD&D® campaigns are run. Because of this, and because of the nature of the Web, many of the spells used by the characters



on their natural plane function differently here. It is important to note that some alterations do *not* apply to spell casters who come from the outer planes; they have learned or been taught the way to cast spells so that they function properly here. Certain spells will not succeed, no matter who casts them (*e.g. detect evil, conjure animals, etc.*). In all cases, spell casters *encountered* in this region of the Abyss will know the alteration of any spell before casting it.

The following spell lists are arranged according to class: cleric, druid, magic-user, and illusionist spells, arranged alphabetically for each group.

Those spells with an asterisk (*) after them function normally in the 12 rooms off of the Web and in the palace of Lolth. The noted spell alteration only applies when the effect is used within the Web itself.

A few spells have different effects, depending on where they are cast. Those should be carefully noted by the DM. Some spells will *not* be forgotten when cast, and this is noted where the case applies. Otherwise, any spell cast is used up and forgotten (the normal spell procedure), whether or not it has any effect.

Special Notes

A. Lolth: This is *not* the true name of the demoness.

B. Creatures: The Abyss contains no normal non-fantastic plants, insects, or animals of any sort that can be affected, controlled, or summoned by beings native to planes other than the Abyss. Some few similar creatures may serve local natives, such as the tiny insect-like things used to torture lost souls herein.

C. Interplanar Contact: Any spell which would contact or open a channel to any other plane of existence, save only adjacent layers of the Abyss, will not function. Lolth's plane is the 66th within the Abyss; even contact with the Astral is impossible.

Cleric Spells

It is *very* important to note that while in the Abyss, clerics may *not* regain spells which must be granted by a deity or agents thereof. Thus, only 1st and 2nd level spells may be relearned. The reason is that the deity will not wish to interfere in the affairs of another plane where such meddling might be seen as offensive to the powers that rule therein.

Abjure: Note that demons are native to this plane for all such summoning and control-type spells. Lolth also keeps a tight reign on what she lets into or out of her Web, and PCs may not *abjure* themselves out of her plane (nor *implore* other creatures in) without her knowledge and consent, as reflected by the consent of the DM.

Aerial Servant: This has no effect; see special note C.

Air Walk:* Any character using this effect to tread out into the maelstrom is lost. The spell may be used to move from one level of the web to another, similar to a *feather fall.*

Animate Object:* In the Web, this spell has no effect. The doors, fog, and pathways are part of Chaos.

Astral Spell: This has no effect; see special note C.

Cloudburst:* This spell only functions within 5 feet of the spell caster.

Commune: Before the spell is cast, the cleric realizes that while in the Abyss, contact cannot be made with the deity. If cast anyway, the spell has no effect.

Conjure Animals: No effect; see special note B.

Continual Light:* The light does not illuminate the fog, but will light the paths of the Web as if they were corridors.

Control Weather:* The spell effect is limited to a 5-foot radius around the spell caster, and will not affect the maelstrom of wind and fog in any way.

Detect Evil: Everything in the plane radiates evil, no one part stronger than any other.

Detect Life:* The entire construct of the web is alive in a fashion, composed of lost souls.

Detect Magic:* Everything in the Web radiates magic of equal potency.

Dispel Evil: This spell only works against creatures summoned from planes other than the Abyss, and is therefore useless against any demon. Other monsters encountered in the plane were not summoned, but entered through the gates, and are thus unaffected. The reverse of the spell functions normally.

Dispel Magic:* The spell has no effect if cast on any portion of the Web or into the surrounding maelstrom.

Divination: As this requires advice from a deity's intermediary, the spell has no effect.

Dust Devil: This has no effect; see special note C.

Earthquake:* This spell causes the Web's pathway to buck like a wild pony. Each player must roll 1d6. A result of 1 or 2 indicates that the character has been thrown off into the maelstrom, and will be forever lost (unless previous precautions have been taken). After the initial shock, the path returns to normal.

Exaction: See *gate* spell for effects of summoning powerful extra-dimensional help. Also see special note A.

Find the Path: This spell will function properly 65% of the time. A separate check is made for each turn of operation. (The spell effect lasts for the entire duration, but will probably only function intermittently.)

Gate: Any creature *gated* in instantly knows that it is in the Abyss. Creatures whose relative hit dice, strength, and powers are less than a Type IV demon immediately become frightened, and retreat through the *gate.* Other creatures only elect to stay 25% of the time, as they do not yet see Lolth as a great threat. If the *gated* creature poses a significant threat to Lolth's domain, the spider queen automatically and immediately summons an equivalent number and type of demonic beings to destroy the *gated* creature. (For instance, if a pit fiend is *gated* in, six Type IV demons are sent to destroy it.)

Giant Insect: See special note B.

Heroes' Feast: The food created by this spell is nauseating and unclean to behold, but filling and nutritious for as long as the spell duration lasts.

Holy Word: This spell has no effect for any PCs, as they are not on their home plane. Its reverse sends Lawful Good creatures and characters back to their home plane, and will affect other alignments as per the spell description.

Insect Plague: See special note B.

Light:* See *continual light*, above.

Locate Object:* When used in the Web, the correct general direction is indicated, but the relative height (up, down, or on the same Web level) varies randomly, checked each round.

Meld into Stone:* Anyone attempting to meld into a wall or floor of the Web is immediately ejected as if the spell duration had expired. All normal effects of that ejection apply (Dmg 4-32 and save for all equipment).

Messenger:* See special note B.

Portent: Roll to determine the type of luck the character will have, but the effect is always the worst (−3) everywhere in Lolth's domain.

*Precipitation** This spell only functions within 5 feet of the caster.

Protection From Evil: This has no effect, since everything around the caster is utterly and deeply evil, part of the Abyss.

Raise Dead: There is a 45% chance that the soul of a Type I demon (hp 32) will inhabit the body that is being raised. If this occurs, the system shock roll is automatically successful. The player should be secretly told to play the new role. The demon will feign weakness, and will try to lead the party astray or into a deadly situation. It will not attack the party without help. The memories of the victim are not known to the demon.

Regenerate: There is an 80% chance that when this spell or spell effect (a ring, for

instance) is used to regrow a lost body part, the regrowth will occur improperly. Use the tables below to determine possible results.

ARM (d4)
1. animal-like (furry and clawed)
2. insect-like
3. tentacles
4. head and body of a poisonous snake (hostile to PCs 50% of the time).

LEG (d8)
1. clawed
2. hooved
3. insect-like
4. snake-like (may be used to walk)
5. bird-like
6. webbed
7. taloned
8. suckered (reduce movement by 3")

HEAD (d6)
1. skeletal
2. frog-like
3. insect-like
4. faceless
5. rat-like
6. bird-like

In all cases where a body part fails to regenerate properly, the charisma of the individual may be affected (at the DM's discretion), and comeliness most certainly. Those changes which would give potentially useful abilities (suction cups, claws, *etc.*) cannot be used during this adventure, as the recipient must practice with the new ability for at least one month. Certain changes (faceless, in particular) will result in the character's eventual death unless steps are taken to correct the situation.

Restoration: If used to restore a life level, there is a 10% chance that the spell or spell effect will accidentally draw on magical energies from the Abyss, resulting in the loss of another life level from the recipient. This spell functions normally when used to cure insanity or *feeblemind*. It always functions normally in all ways for residents of the Abyss.

Resurrection: There is a 25% chance that the body will be inhabited by a Type I demon (see *raise dead*, above).

Speak With Animals: This functions correctly with any normal animals brought by the party from the Prime Material Plane. The spell has no other effect; see special note B.

Spiritual Hammer: The spell fails, as the divine aid necessary for the spell's completion will not be given.

Stone Tell:* If cast on the Web's path, the souls trapped therein begin an uncontrollable noise—pleadings, wild screaming, scorn, mad ravings, life stories, *etc.*—and give no useful information.

Succor: The caster feels queasy and unsteady, and does not teleport to the desired location, due to lack of orientation.

True Seeing:* The reality of Chaos is impossible to understand by any PC in the Web. In one minute of truesight, the cleric beholds the Chaos of the Web—an eye-torturing, blazing tangle of twisted, rope-like objects. The DM must warn the cleric that sanity will be lost if the attempt is continued, and that the cleric must close his or her eyes immediately or go raving mad. Loss of sanity will result in the cleric fleeing from the party only to attack them later, or if prevented from flight, attacking immediately. The DM controls the cleric's actions until the character is cured by a *heal* spell.

Wind Walk:* The spell starts to fail as soon as the cleric leaves the pathway of the Web, and the victim spins uncontrollably. The player must declare that the character is immediately returning to the pathway; if not, the cleric is hopelessly blown away by the winds of the maelstrom and lost forever.

Word of Recall: The caster feels queasy and unsteady, but does not teleport to the desired location. The spell fails due to lack of orientation.

Druid Spells

Many of a druid's spells involve the conjuration, control, or enchantment of plants or animals. Unfortunately for the druid, none of these spells will work in the Abyss, as there are no normal plants or animals to be found there. The affected spells are *animal summoning, I, II,* and *III, animal friendship, entangle, invisibility to animals, locate animal, liveoak, locate plant, pass plant, plant growth,* and *transport via plants.*

Call Lightning: The storms in the Abyss are not the natural type that the druid may call upon, so the spell has no effect.

Call Woodland Beings: See special note B.

Chariot of Sustarre:* The chariot arrives five minutes after casting. If flown into the maelstrom around the Web, it is buffeted by winds of hurricane force. Each rider has a 10% chance per turn of being blown off and forever lost in the Abyss. The DM should inform the druid that the horses are not able to keep to the set course. The druid must then turn the chariot back toward the path; if not, it and all its riders will be lost. If turned back, the chariot returns to the pathway in 1-6 *turns*; the 10% chance per turn of being blown off still applies. Upon returning to the path, the horses, shaken and exhausted, will rest for one hour before pulling the chariot again.

Cloudburst: As the cleric spell.

Commune With Nature: The spell will have no effect; nature, as the druid understands it, does not exist on this plane.

Conjure Elemental (Earth or Fire): This has no effect; see special note C.

Control Weather:* As the cleric spell.

Control Winds:* This has no effect, for the maelstrom around the Web has a greater force than the druid can control.

Creeping Doom: This has no effect; see special note C.

Detect Balance:* The entire web radiates a strong aura, reflecting the fact that extreme Evil is at work here. No part radiates more strongly than another.

Detect Magic:* As the cleric spell.

Dispel Magic:* As the cleric spell.

Heat Metal: This functions normally. However, Lolth's spider-ship palace is not made of ferrous-based metal.

Insect Plague: As *creeping doom*, above.

Precipitation: As the cleric spell.

Predict Weather: Every prediction is totally confused, chaotic, and worthless.

Reflecting Pool: This spell cannot function on this plane, as connection with the Inner Planes cannot be made.

Reincarnation: The spell functions, but with adjustments. Use the table of chaotic evil monsters (below) to determine the new form. In all cases, the person *reincarnated* must have living conditions appropriate to the new form (*e.g.* ixitxachitl must find water, salamanders great heat, and so forth). Failure to do so will result in death at some point. Furthermore, as the new form was supplied from a chaotic evil plane, the character's personality will gradually fade away, to be replaced by the new monster personality. Eventually, the PC will think as the monster thinks, hate what it normally hates, *etc.* The DM must decide how long this process will take; one hour per level of experience (or some method depending on the strength of will of the original character) is recommended.

Chaotic Evil Monsters

01-06	Bugbear
07-10	Chimera
11-16	Gargoyle
17-20	Giant, Frost
21-24	Giant, Hill
25-28	Gnoll
29-32	Hieracosphinx
33-34	Intellect Devourer
35-36	Ixitxachitl
37-40	Jackalwere
41-44	Lamia
45-48	Leucrotta
49-52	Minotaur

53-56	Ogre
57-60	Peryton
61-66	Quasit
67-70	Roper
71-72	Salamander
73-78	Spider, Giant
79-80	Spirit Naga
81-84	Troglodyte
85-88	Troll
89-92	Umber Hulk
93-95	Water Weird
96-98	Werewolf
99-00	Will-o-wisp

Stone Shape:* The material of the pathways of the Web is not real stone, and is thus unaffected. If used to open a hole in a wall of one of the rooms off the Web, the spell functions normally, revealing a view of the maelstrom.

Summon Insects: This has no effect; see special note B.

Transmute Rock To Mud:* This spell causes the material of the Web's pathways to become soft and soggy. Humanoid figures try to heave themselves out of the material, and a great struggle appears to be going on. In two rounds, the path becomes solid once again; the struggle fails, as does the spell effect.

Warp Wood:* If used on a door of the Web, an effect identical to that described in *transmute rock to mud* (above) is produced; the spell fails.

Weather Summoning: The forces of weather in the Abyss are beyond the comprehension of the druid; the spell has no effect.

Magic-User Spells

No cantrips function in the Abyss. The magic involved in the casting of cantrips is too weak to withstand the forces of the outer planes.

Banishment:* See the cleric spell *abjure*, above.

Binding: As the caster is not on his or her home plane, this spell fails.

Blink:* The DM should take great care in determining the destination of the caster. A character who *blinks* off of the Web pathway is lost in the maelstrom.

Cacodemon: Any demon conjured will attempt to summon demonic aid (50% effective) to attack the conjurer. The effectiveness of its summons is increased by 10% if it is a Type V, and by 20% if Type VI or better. To determine the demons responding to the summons, roll 1d20:

1-14	Type I demons (3)
15-18	Type II demons (2)
19-20	Type III demon (1)

Charm Plants: Only plant-like creatures may be affected; see special note B.

Clairaudience:* Every door of the Web leads to another plane, which is beyond the range of the spell.

Clairvoyance:* As *clairaudience*, above.

*Cloudburst** As the cleric spell.

Conjure Elemental: The spell has no effect; see special note C.

Contact Other Plane: See special note C. Only the 58th through 74th planes of the Abyss are relatively nearby; the rest of the Abyss, and all other planes as well, are *9 or more removed*.

Control Weather: The spell has no effect. The weather of the Abyss is beyond the control of any mortal being.

Demand: See the cleric spell *abjure*, above.

Detect Evil: The entire Abyss is evil; one part is not detectable as more so than any other.

Detect Illusion:* In the web, madness will strike the magic-user after one round unless the attempt is abandoned. (See the cleric spell *true seeing*.)

Detect Magic:* The entire Web radiates equally potent magic, predominantly alteration but including illusion, enchantment, and conjuration. In areas other than the Web, the spell functions normally.

Dig:* The spell is ineffective in the Web, as no earth, sand, or mud is present.

Dimension Door:* In the Web, the maximum distance will be moved, and in a random direction. The DM should carefully note the destination; if off of the Web's pathway, the caster is lost in the maelstrom.

Dismissal: See the cleric spell *abjure*, above.

Dolor: This spell cannot function, as the caster is not on his or her home plane.

Energy Drain: As this spell opens a connection with the Negative Material Plane, it does not function in the Abyss; see special note C.

Ensnarement: This spell cannot function, as the caster is not on his or her home plane.

ESP:* See *clairaudience*, above.

Feather Fall:* The spell has no noticeable effect on a character in the maelstrom around the Web.

Find Familiar: The spell has no effect unless the caster is chaotic evil. If so, and if the summons is answered, a quasit appears.

Fly:* If cast in the Web, the spell has no effect, but is *not* forgotten, and may be used at a later time.

Gate: As the cleric spell.

Imprisonment: This spell will function, but its reverse has no effect. Anyone and anything imprisoned in the Abyss is forever lost in the maelstrom.

Invisibility:* Any creature encountered in the Web can detect invisible creatures by vibrations, attacking with only a −2 penalty to hit.

Jump:* Within the Web, any vertical jump stops at the height of six feet. Relatively horizontal jumps function normally.

Legend Lore: The spell has no effect, but is *not* cast or forgotten.

Levitate:* Apply the same restrictions as given for *jump*, above.

Locate Object:* As the cleric spell.

Magic Jar: There is a 30% chance per turn that a lost soul will inhabit the caster's vacant body. The body then leaps up, dances about, and cries about its new-found freedom and home. It will cooperate with anyone willing to lead it out of the Abyss, but knows nothing of Lolth. It will be very possessive of its new body, will flee at any sign of treachery, and will always attempt to protect the body from harm (doing nothing to endanger it). The lost soul may *not* be forced out by the magic-user alone; a cleric *exorcise* is needed to remove it.

Magic Mirror:* This spell scrys only the Chaos of the Abyss. The caster must look away quickly or go insane (see *detect invisiblity*, above).

Mass Invisibilty:* As *invisibility*, above.

Maze:* The spell lasts for one round, during which the recipient beholds the Chaos of the Abyss and does nothing but watch it.

Monster Summoning (I-VII): Only manes can respond within the Abyss. They are under the control of the caster only 50% of the time, and in no case will they ever fight any demon. The number summoned varies by the spell:

Monster Summoning	I: 1-8 manes
	II: 2-8
	III: 3-10
	IV: 3-12
	V, VI, and VII: 3-18

Move Earth:* As the cleric spell *earthquake*.

Mount: This spell has no effect; see special note B.

Passwall:* When used on any part of the Web, this creates an opening into the maelstrom.

Phase Door:* As *passwall*, above.

Plant Growth: The spell has no effect; see special note B.

Precipitation: As the cleric spell.

Polymorph (Object, Other, or *Self):* There is a 20% chance for the result to be random. If this occurs, the DM may select anything from the same family (see *polymorph object* in the *Players Handbook*) as the result. In the case of *polymorph self*, the chance must be checked for *each* change.

Reincarnation: As the druid spell.

Reverse Gravity:* In the Web, any creature who falls more than ten feet upward is swept away into the maelstrom, to be lost forever.

Rope Trick:* This spell may be used to gain passage to another pathway. If a character climbs into the extra-dimensional space at the top, a room of the Web might be reached. The DM should roll 1d20 (per spell, not per character entering). If the result is 1-12, that number room is entered. A result of 13-20 indicates that the usual extra-dimensional space is reached.

Shape Change: There is a 50% chance for the new form to be that of a chaotic evil monster, randomly determined by using the table given in the druid spell *reincarnation*.

Sink:* The victims pass through the floor of the Web itself, with a 50% chance of landing on another pathway (95% chance at any underpass *or* overpass on the map). The victims are otherwise lost in the maelstrom.

Spider Climb:* The caster may not climb the Web's fog walls.

Spiritwrack: See special note A.

Stone Shape:* As the druid spell.

Succor: As the cleric spell.

Teleport:* This spell has no effect within the Web, nor will it function for interplanar travel. It is thus ineffective for traveling between the rooms off the Web. If cast in an area where it will have no effect, the spell is *not* forgotten, and may be used later.

Teleport without error:* Within the Web, this spell does not function for PCs, though natives of the Abyss may use it. See also *teleport*, above.

Torment: See special note A.

Transmute Rock To Mud:* As the druid spell.

Trap The Soul: See special note A.

Unseen Servant: This spell captures a lost soul of the Abyss, who is rude, abusive, and uncooperative.

Truename: See special note A.

Vanish: As contact with the ethereal plane cannot be made, the spell fails; see special note C.

Web:* The fog walls may not serve as anchor points. However, the web may be extended from the path to an overpass or underpass.

Wish: Any wishes made must be acceptable to and granted by the ruler of the plane (*i.e.* Lolth herself) to take effect. If the wish upsets the spider queen, she not only refuses to grant it but also sends four demons (two each of Types III and IV) to attack the party. Prior to attacking, the demons announce that Lolth does not grant the wish, and sends punishment instead. Note, however, that wishes that do not offend Lolth directly nor upset her realm will be

granted, as the refusal of such powerful magic is far more strenuous than simply granting the request.

Illusionist Spells

All illusions within Lolth's domain have been created at the 14th level of magic use, unless specifically stated to be a product of some being other than Lolth (such as a demon).

No cantrips function in the Abyss. The magic involved in the casting of cantrips is too weak to withstand the forces of the outer planes.

Alter Reality: As the magic-user spell *wish*.
Astral Spell: This has no effect; see special note C.
Conjure Animals: This has no effect; see special note B.
Continual Light:* The light will not illuminate the fog.
Creation (Major or *Minor):* There is a 20% chance of a chaotic creation, as per the magic-user spell *polymorph*, above.
Demi-Shadow Magic: The spell has no good effect. Anything created is chaotic, perverted and twisted.
Demi-Shadow Monsters: Monsters created appear disgusting and horrible. Any character viewing them must save vs. fear once per round or be affected as a *fear* spell.
Detect Illusion:* In the Web, madness will strike the illusionist after one round unless the attempt is abandoned; see the cleric spell *true seeing*.
Detect Magic:* As the cleric spell.
First Level Magic-User Spells: As per the individual spell.
Invisibility:* In the Web, monsters may detect invisible characters by their vibrations. (See the magic-user spell.)
*Invisibility 10' radius** or *Improved Invisibility*:* As *invisibility*, above.
Light:* As the cleric spell.
Magic Mirror: As the magic-user spell.
Maze:* As the magic-user spell.
Phantom Steed: The quasi-real creature that appears will look like a hell horse, though it has none of that creature's powers or abilities.
Rope Trick:* As the magic-user spell.
Shades: As *demi-shadow monsters*, above.
Shadow Door:* As *invisibility*, above.
Shadow Magic: As *demi-shadow magic*, above.
Shadow Monsters: As demi-shadow monsters, above.
Shadow Walk: This spell will not function; see special note C.
Summon Shadow: The spell has no effect; see special note C.
True Sight: As *detect illusion*, above.
Vision: The spell has no effect. Deities dwelling on other planes cannot be contacted, and Lolth will not be helpful.

Magical Item Alterations

The following lists of magical items explain the changes in the effects of treasures used on these planes. As with spells, some items will only malfunction in the Web, while others will not operate properly anywhere in the Abyss. Certain devices might only operate properly when used by an inhabitant of the Abyss; this is noted where it applies. In all cases, the creatures living on these planes will know of the alterations to any magical device in their possession.

Swords, Armor, and Protective devices: The source of enchantment for these items is closely connected to the Prime Material Plane. Therefore, when using magic weapons, armor, and/or protective devices, two "plusses" are subtracted from the item's bonus. This would drop a +3 weapon to +1, a *ring of protection +4* to +2, and so forth. Magical +1 and +2 items become non-magical because of this. If a weapon has more than one type of enchantment, the two "plusses" are deducted from each category; the weapon may, in such cases, be magical only with respect to certain creatures (for example, a *sword +1, +3 vs. regenerating creatures* will become a nonmagical sword, *+1 vs. regenerating creatures*). If a weapon having extra abilities is reduced to completely nonmagical status by this change, all magical properties are lost while the weapon is in this state (for example, a *luck blade* becomes nonmagical, any wishes contained therein being unusable while in the Abyss). All drow armor and weaponry are unaffected because they derive their power from this plane.

Potions: Potions which duplicate spell effects (such as *flying*) are subject to the same modifications as the corresponding spells.
Gaseous Form:* Any character who moves into the fog surrounding the Web is lost in the maelstrom.
Treasure Finding:* The treasures in rooms off of the Web are out of the range of this spell effect, as they are on different planes of existence.

Scrolls: As with potions, any spell effect produced is restricted as given in the spell notes above. Protection scrolls function normally, with this single exception:
Protection from Demons: This scroll is not powerful enough to function in the Abyss.

Rings: All rings either function properly or bear restrictions as per the spell or protective device, with the following exceptions:
Djinn Summoning: The required channel to the elemental plane cannot be opened, so the ring will be useless.
Regeneration: The ring will function normally for hit points, but when restoring lost limbs, use the tables given in the cleric spell *regeneration*, above.

Rods, Staves, and Wands: When producing a spell effect, apply any restrictions noted for the spell (above). These items otherwise function normally with the following two exceptions:
Rod of Rulership: This device is not powerful enough to be effective in the domain of Lolth. It will not affect any natives of the Abyss.
Wand of Metal and Mineral Detection:* Note that areas behind the doors on the Web are beyond the range of the wand.

Miscellaneous Magic Items: The restrictions given for spells (above) apply to all items which produce similar effects. Certain items will malfunction in the Web, but will elsewhere work normally; see the notes given for the magic-user spell jump (above). The affected items items include:

arrow of direction
boots of levitation
boots of striding and springing
broom of flying
carpet of flying
crystal balls (all)
wings of flying

Numerous items will not function in the Abyss at all. Many depend on contact with another plane for their operation (see special spell note C), and some simply are not powerful enough to affect the home of Chaos. These non-functioning items include:

Book of Infinite Spells (if left on another plane)
Any item which summons elementals *(bowl, brazier, censer, stone)*
Candle of Invocation
Helm of Teleportation
Horn of Collapsing
Horn of Valhalla
Incense of Meditation
Lyre of Building
Mattock of the Titans
Maul of the Titans
Necklace of Prayer Beads
Spade of Colossal Excavation

A few items will have an effect entirely different from that described in the *Dungeon Masters Guide*:

Horn of Blasting: This item retains its stun capacity, but cannot weaken or destroy any structure found in the abyss.

Iron Flask: Demons cannot be captured by this item when used in the Abyss. It functions normally against any other creature (or character).

Portable Hole: This may either open into an alternate world or create the usual extradimensional space, as per the magic-user spell *rope trick*, above (*q.v.*.

Talisman of Pure Good: The victim must save vs. spells or be lost in the Abyss. If it succeeds, the user of the item is sent back to his or her home plane.

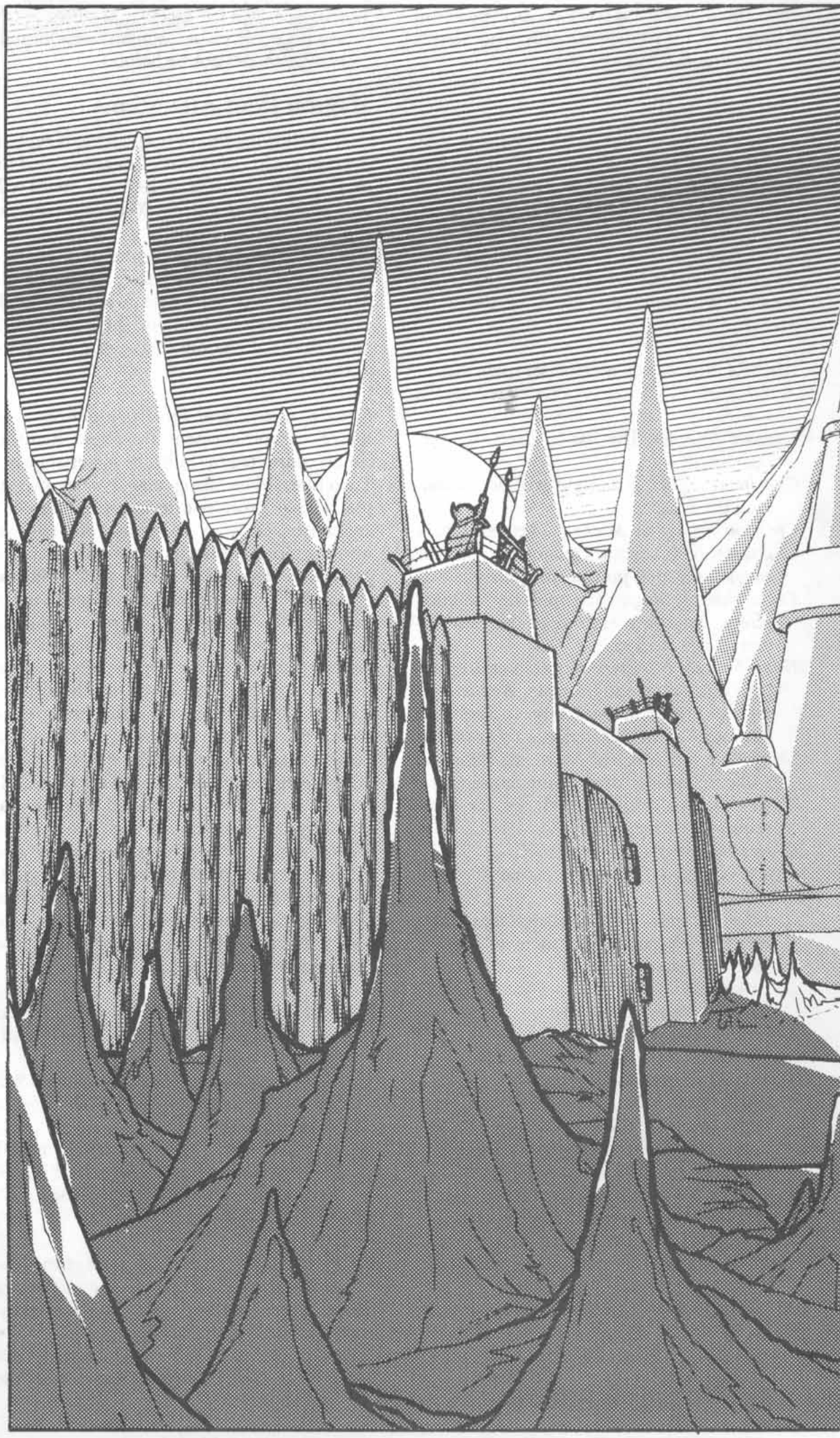
The Demonweb

The Web of Lolth consists of four winding interwoven pathways. The paths are all 40 feet apart in height. Anyone reaching over the edge of a path can discover that it is only 3 inches thick. Every pathway is 20 feet wide and appears to be made of some type of polished stone. Close examination reveals, however, that there is a slight movement in it. If characters study further, this movement resolves itself into the bodies and faces of distorted humans; these are the lost souls of the Abyss, trapped in this material as their punishment.

There are no walls or ceilings around the pathways; instead, there is a billowing grayish, repulsive-smelling fog. This fog stays at the edge of the pathways and forms a ceiling 10 feet above, making a corridor of sorts. If they explore with some caution, characters reaching into the fog discover that there is nothing beyond the mist, in any direction, to see or touch. Furthermore, due to the billowing fog, vision is reduced to a maximum of 60 feet and a minimum of 10 feet, varying with the changes in the fog. Neither infravision nor ultravision can penetrate the fog.

The given number of the level of a path does not refer to actual elevation, but only to the progression (by way of the teleportation rooms) from the starting level of the Web to the final level.

One of the unusual properties of the Web is that no matter how many times a pathway is crossed, or crosses over itself or another path, it always remains completely level. There are no ramps, slopes, stairs, or inclines anywhere in the Web. Impossible on the Prime Material Plane, it exists here simply because Lolth wills it. Lolth has also placed a permanent *feather fall* on the underpasses and overpasses of the Web. When characters step off the path, one of two things will happen: if there is a path-



way under the characters, they float gently down to it; if not, they are swept away in the howling winds of the Abyss, forever lost.

Overpasses And Underpasses

If the party is at point A, then points B and C are below point A, hence B to C is an underpass. Points B and C are 40 feet below point A. Remember that throughout the Web, a permanent *feather fall* takes effect whenever any creature or thing drops toward an underpass. The net effect is that of an invisible elevator that slowly lowers any object down to the pathway below. This effect cannot be negated by the party.

If the party is at point B, then point A is above point B and is therefore an overpass. Point A is 40 feet above point B.

Throughout the Web, Lolth has cast powerful permanent magic which will limit or cancel the effects of many spells, mainly those having to do with *flying*, *levitating* and *teleporting*. Lolth does not permit adventurers to zoom up to the fourth level and gain easy access to her palace. She does not, however, disapprove of physical climbing. Characters may therefore use physical means to climb up to the overpasses (*i.e.* rope and grapnel, a ladder, *etc.*). Of the many possible magical items, only a *rod of lordly might* or a *rope of climbing* will help in climbing up to an overpass.

Overpasses and underpasses generally will not be seen by the party because of the swirling fog that surrounds the Web. If the party states that they are looking for an underpass or overpass alongside the pathway, find the chance of discovery on the following chart:

Movement Rate	Chance to see (per turn)
Running	0%
Normal	25%
Standing still	60%

Adjustments:	
Elf	+15%
Half-elf	+ 5%

Wandering Monsters

Wandering monsters may be encountered on the three interwoven levels of the Web. The DM should check every 3 turns; there is a 1 in 6 chance of encountering a wandering monster. Whenever characters pass below an overpass, make an additional check. Note that encounters at overpasses are determined using the chart for the level of the overpass, *not* the level that the adventurers are on. No wandering monster encounters occur on the fourth level of the Web.

Any monster encountered at an overpass will silently float down from above (due to the permanent *feather fall*), and the DM should

adjust the chances for surprise accordingly. The wandering monsters that survive the initial conflict may (at the DM's discretion) attempt to disengage from melee and retreat along the pathway. They will find the nearest underpass that will return them to their normal level and jump off, floating back down to it.

To determine the type of wandering monster, roll 1d4 (for the first level) or 1d10 (for the second and third levels) and consult the appropriate chart below. The number of monsters appearing is given after each type.

Level 1 (1d4):

1	Large pedipalpi	(1-4)
2	Large scorpions	(1-4)
3	Large solifugids	(1-4)
4	Large spiders	(2-20)

Level 2 (1d10):

1	Driders	(1-2)
2-3	Huge pedipalpi	(1-4)
4-5	Huge scorpions	(1-4)
6-8	Huge solifugids	(1-4)
9-10	Huge spiders	(1-12)

Level 3 (1d10):

1-2	Driders	(1-4)
3-4	Giant pedipalpi	(1-2)
5-6	Giant scorpions	(1-4)
7-8	Giant solifugids	(1-2)
9-10	Giant spiders	(1-8)

Encounter Key: Web Levels 1-3 (*The Twelve Doors*)

The twelve doors and their frames are normal in appearance (9 feet tall), and have no locks. They serve as gates to the other planes. The only strange aspect of the doors is their apparent lack of firm support; they each stand upright on the edge of the pathway, set in an insubstantial "wall" of fog. However, even though only four inches thick, the doors and frames cannot be dislodged by any force available to a party. Characters may peer around them, and may even examine the backs of them, but the rooms described below can only be seen (and reached) by opening the door in the normal manner for AD&D® games.

The doors lead to rooms which are located on other planes of the Abyss. These rooms are thus not drawn on the map.

Web Level One

1. Chamber of the Troll Guards

This is a dark, dank, 30′ x 30′ room. Piles of rubbish and trash may be seen near the back walls of the room. Once the door is opened, the party becomes aware of the dreadful stench inside, and knows immediately that monsters live here.

Ten trolls are in the room. When the door opens, the two largest trolls leap out of the darkness (surprising on 1-3), and grab with both hands at those characters who opened the door. If a hit is scored, the victim is flung into the room, to be attacked in following rounds by the other trolls. A victim whose strength is 17 or greater may resist being thrown in by grappling with the trolls. The DM should consider the hit points of the trolls involved when determining their grappling statistics. The two trolls by the door try to throw two or three characters into the room and then melee with the rest of the party, blocking the doorway. Characters thrown into the room are fighting in near-darkness, so unless they possess infravision, apply a −2 penalty to hit. Such victims cannot coordinate their attacks, due to the confusion and darkness.

Buried under the trash are 900 ep and three pieces of jewelry (5,000 gp, 4,000 gp, and 2,000 gp).

Trolls (10): hp 47, 45, 38, 36, 35, 34, 30, 30, 26, 23; XPV 650 + 8/hp each, 9,252 total

2. The Stronghold of Trose

The door opens into a 10′ x 10′ cubicle, completely bare and with no apparent exits. In the wall opposite the entrance is a secret door, which leads to one corner of a 40′ x 40′ room. A 10-foot-square area just beyond the secret door has a *glyph of warding* on it; if triggered, all within 5 feet must save vs. spells with a −4 penalty. Those affected will flee the area in *fear* for 1-6 rounds, and will not want to return for at least a full turn.

The room beyond the passage is lit by two guttering lamps. The last 10 feet of the room is blocked by bars, apparently being a large cell. Five women, once glamorous but now ragged, are caged within; dirty straw and scraps of food litter the floor. Their guard is an unkempt man in plate mail, bearing a mace; about him are many bits of dried food and several pieces of broken furniture, poorly repaired. Several battered weapons hang on one wall.

The man is Trose, a cleric, who has managed to capture five werewolves in the mad hope that he can use them to bargain his escape from Lolth. (Trose was mentioned in Chapter 1 as having entered Lolth's ebony sphere.)

When characters enter the room, Trose will attempt to discover their alignments through spell casting. Should he find the party to be generally good, he will warn them about the dangerous creatures he has behind bars. Meanwhile, the werewolves (in their attractive female forms) attempt to convince the party that Trose is a dangerous madman and an agent of Lolth. If attacked, Trose will fight to the best of his ability. Should the party attempt to free the werewolves, Trose will attack those who try. If Trose is slain, the werewolves beg to be freed. If they are, each reverts to wolf form and attacks (though they will all flee if obviously overpowered). If not freed, there is a 75% chance that they will be able to bend the bars in their fury to escape.

Beneath his makeshift cot, Trose has managed to collect 2,000 pp, a scroll of three spells (all *cure serious wounds*), and a *crystal ball*. If asked to join the party, he will offer the use of the *ball* along with his services (though the item will not function in the Abyss).

Werewolves (5): hp 33, 30, 26, 23, 19; XPV 205 + 5/hp each, 1,680 for all

Trose of Istivin: AL CG; Level 9 Cleric; hp 59; MV 9″; AC 2; THAC0 14 (with mace); #AT 1; Dmg 3-8; plate mail (no shield), *mace +2, amulet of protection from werewolves* (as the scroll; 1 turn per charge, four charges left); XPV 2,820; Spells:

First Level: *command* (x2), *cause light wounds, cure light wounds* (x2), protection from evil
Second level: *hold person* (x2), know alignment, silence 15-foot radius (x2), *spiritual hammer*
Third Level: *dispel magic*
Fourth level: None
Fifth Level: *cure critical wounds*

S 13 I 11 W 16 D 15 Co 14 Ch 15

3. Gnoll Barracks

This 100′ x 100′ room is well-lit by some magical means which cannot be destroyed by the PCs. The front half of the room is clear. The rear half is obviously a barracks, filled with battered cots, rickety tables and benches, and other heavy and worn pieces of furniture. This area is inhabited by 66 gnolls (each armed with longsword and two javelins) and three minotaur leaders (with great battle axes). Lolth uses these as a guard force. They are eating, drinking, gambling, fighting, and so forth.

The gnolls will obey any and all of the minotaurs. If not surprised, 33 gnolls will scatter about the edges of the room and try to pin the party down with javelin fire. The minotaurs and the remaining 33 gnolls overturn furniture to form a barricade across the center of the room, spread out behind it, and then assist in missile fire. The furniture gives the gnolls 50% cover (+4 on AC and saving throws vs. frontal attacks).

If these tactics should fail to drive away intruders, the minotaurs order a mass charge against the party and initiate melee. If the PCs retreat, the minotaurs assemble all the re-

maining gnolls and divide them into equal groups. Each minotaur tracks the party (50% chance of success) while leading a group; if the tracking is successful, the party is found in 1-3 turns. (Check tracking success separately for each group.) However, the gnolls will not enter any other room of the Web.

Each gnoll carries 10 sp in a hidden coin purse. If all of the beds are searched (requiring 3 turns), 2,000 gp will be found. In the living space are three large locked chests. The first contains three pieces of jewelry (5,000 gp, 2,000 gp, and 100 gp); the second contains 10 gems (each worth 2d4 x 100 gp) and a *rope of climbing*. The last chest is trapped with a poison needle in the lock, and contains four potions (*gaseous form*, *invulnerability*, *poison*, and *treasure finding*).

Gnolls (66): hp 13 each; Dmg 2-8, 1-8 (longsword), or 1-6 (javelin); XPV 54 each, 3564 for all

Minotaurs (3): hp 43, 40, 41; XPV 744, 720, 728

4. First Teleportation Room

There is no light in the room. The room is 70′ x 70′, and is 110′ high. There is a door-sized opening in the center of the far wall. The floor is littered with bones and refuse. In each of the four corners of the room, 90 feet off the ground, is a 5′ x 5′ stone ledge. Each ledge is 6 inches thick and supported by a 10-foot stone buttress. Standing on each thick ledge is a Type I demon. As these demons are somewhat stupid, there is only a 60% chance (determined separately for each) that they will use *telekinesis*; but if so, a demon will draw one unarmored or lightly loaded character toward its ledge, and then drop the character from a height of 10-100 feet (Dmg 1-6 per 10-foot fall). Demons not using this ability will swoop down to melee with the party.

This room contains no treasure. If all the demons are slain, the iron Pyramid from the Egg softly turns and starts to glow. (If the Egg has not been opened, characters notice a hum from inside it.) The party (including gear and dead bodies) is teleported to Web Level Two at point A. If the party does not possess the Egg or the iron Pyramid, the teleportation does not occur.

Type I Demons (4): hp 49, 47, 46, 46; XPV 1,765, 1,745, 1,735, 1,735

Web Level Two

5. The Magnetic Chamber

This 30′ x 30′ room, 15 feet high, is well lit by torches set in wall sconces. There are four doors other than the entrance, one in each corner of the right and left walls. Directly opposite the entrance is a highly polished 10-foot-square metal mirror. The entire room is very clean.

The mirror is actually a very powerful lodestone. Any character wearing armor of iron or steel (magical armor included) who is in the room or within 10 feet of the door will be drawn to this magnet. Studded leather will be but lightly tugged at, and a character wearing chain or scale mail may avoid entrapment with 15 or greater strength. A character wearing splint or banded mail must have a strength of 18 or greater to resist the pull, and anyone in plate mail is unavoidably drawn in.

If any character is pulled to the lodestone, or if any other door is touched, 30 unarmored bugbears stream into the room. Five come from each of the doors closest to the lodestone, and ten by the doors flanking the entrance. The bugbears carry wooden clubs and mallets, and first attempt to slay anyone stuck to the lodestone, in addition to meleeing with the party. Any trapped character may be struck up to three times per round, the bugbears gaining +4 to hit the relatively motionless target. A victim may break free of the magnet by making a successful bend bars attempt, but might be quickly pulled back by the magnet. Trapped characters may try to attack, but with a −6 penalty to hit. During melee, characters are still drawn toward the lodestone unless no clear path toward it exists. The bugbears fight to the death, as they fear that less than Lolth's anger.

The two side rooms may be explored after all the bugbears are slain. Each is 30′ x 30′, and contains tables, dirty furs, broken pottery, and half-rotted meat. If searched with care, each room is found to contain 500 sp, 600 ep, and one gem (a 1,000 gp sapphire in the left room, a 50 gp zircon in the right).

Bugbears (30): hp 18 each; Dmg 2-8 (claws) or 1-6 (club); XPV 207 each, 6,210 for all

6. The Black Chamber

This unlit room is 80′ x 150′, the ceiling 20 feet high; the entrance is in the center of one 150-foot wall. The floor is inlaid with an elaborate mosaic of demonic designs, but other than that, the room is bare. Five drow inhabit this room, four female and one male, resting while undergoing Lolth's tests. Each has magical armor and weapons of drow make, which become non-magical if taken from the Abyss. The armor will only fit elves.

Along the back wall of this room is a chest which the drow are about to examine when the party enters. This chest is trapped with a blinding gas. If the trap is not successfully removed, all who are within 10 feet of the chest must save vs. poison or be blinded (permanent until the blindness is cured). The chest contains four *potions of healing*, 6,000 gp, 400 pp, and 20 gems of various sorts (100 gp each).

Micarlin: Level 6/5 Cleric/Fighter; hp 35; MR 62%; AC −2; THAC0 15 (with sword); *plate +2*, *shortsword +1*; XPV 2,826; Spells:
- First Level: *cause fear*, *cure light wounds*, *protection from good*
- Second Level: *hold person*, *silence 15′ radius*, *spiritual hammer*
- Third Level: *animate dead*, *cause blindness*

Zebeyana: Level 6/6 Cleric/Fighter; hp 39; MR 62%; AC −3; THAC0 15 (with sword); *plate +2*, *shortsword +1*; XPV 3,268; Spells:
- First Level: *cause fear*, *cause light wounds*, *command*
- Second Level: *hold person* (x2), *silence 15′ radius*
- Third Level: *animate dead*, *continual light*

Molvayas: Level 7/3 Cleric/Fighter; hp 34; AC −4; MR 64%; THAC0 15 (with sword); *plate +2*, *shortsword +1*; XPV 3,208; Spells:
- First Level: *cause light wounds*, *command*, *protection from good*
- Second Level: *hold person* (x2), spiritual hammer
- Third Level: *bestow curse*, *dispel magic*
- Fourth Level: *poison*

Erelda: Level 8/5 Cleric/Fighter; MR 66%; AC −5; hp 43; THAC0 16; *plate +2*, *shortsword +2*, *ring of anti-venom* (20 charges, neutralizes poison), hand crossbow with 10 poisoned bolts; XPV 5,852; Spells:
- First Level: *cause fear*, *cure light wounds*, *command*
- Second Level: *hold person*, *resist fire*, *silence 15′ radius*
- Third Level: *cause blindness* (x2), *dispel magic*
- Fourth Level: *poison*

Lesaonar (Male): Level 7/7 Fighter/Magic-user; hp 39; MR 64%; AC −2; THAC0 13 (with sword); #AT 3/2; *plate +2*, *shortsword +1*; XPV 4746; Spells:
- First Level: *magic missile* (x4)
- Second Level: *mirror image*, *ray of enfeeblement*, *web*
- Third Level: *fireball* (x2)
- Fourth Level: *wall of fire*

7. The Chamber of Opposition

This room is 30 feet across and 70 feet wide, the door opening in the center of one 70-foot wall. Directly across from the door is a *mirror of opposition*, and lounging throughout the room are 20 ogres. When the door is opened,

one of the characters who opened the door will automatically look into the mirror. This character's opposite steps out of the mirror and attacks. At the same time, the ogres join and attack the party. They automatically treat the opposite as their leader.

The image is an *exact* opposite; right-handedness becomes left-handed, good becomes evil, lawful becomes chaotic, *etc.* The opposite's treasure is exactly what the original character has, including magic items, but when the opposite is slain, it and all the equipment and treasure created by the *mirror* vanish. Any creature or object created by this mirror has a maximum lifetime of 2 turns; if not slain within that period, the opposite (and all items) automatically disappears after that time. Note that no ogre ever looks into the mirror.

Each ogre carries a small pouch with 40 gp. The only furniture in the room is a large chest in one corner. It has a poison trap in the latch but, as it was made by ogres, it is fairly noticeable; any thief will see this trap automatically, while any other character type has a 25% chance of noticing the trap. Once discovered, it may be removed without difficulty by any character smaller than an ogre. Inside the chest are 4,000 cp, 600 sp, 2,000 gp, and 300 ep. At the very bottom is a padded box containing seven potions (*delusion, fire resistance, healing, heroism, invisibility, invulnerability,* and *treasure finding*).

Ogres (20): hp 25 each; XPV 215 each, 4,300 for all

8. Second Teleportation Room

This room is 90 feet square and appears to be lit from the ceiling by a pale blue radiance. The walls of the room are polished black stone and have no ledges, handholds, niches or cracks that the party can see. From the door, which is in the center of the wall and 20 feet from the floor, a 10-foot-wide stone ramp extends to the center of the room to a 30′ diameter island. Surrounding the island and covering the floor of the rest of the room is water, black and impenetrable to sight. The water is 20 feet deep.

On the island are two (illusory) Type II demons, gesturing as though they were about to cast spells. Actually there are four Type II demons in the room, almost completely submerged. Two hide in each of the far corners of the room; the other two are hidden near the door, to either side of the ramp. There is but a 10% chance for the PCs to notice any of these demons when they first enter the room.

If the illusory demons are attacked by magic or missile fire, they react in an appropriate manner, writhing and bleeding as needed. Meanwhile, the two demons at the rear of the room produce their *fear* effects (surfacing only as much as needed).

If the party charges the illusory monsters, the two demons near the door operate a submerged crank that drops the ramp into the water. The trapped party will then be attacked by magic and blows.

If the party does not attack the illusions, the two demons near the door rise out of the water and attack. Any character pulled into the water (either physically or by *telekinesis*) may not cast spells, has a −6 penalty to hit and a +6 penalty to armor class, and if in metal armor, will sink (and possibly drown in 4-7 rounds, if not rescued by companions or protected by spells).

There is no treasure in the room. When all of these demons are slain, the silver Sphere (from the platinum Egg) begins to glow and hum (or the Egg begins to hum if the silver Sphere is still inside it). The PCs watch the room fade, to be replaced by a pathway under their feet. They (both living and dead) and their equipment are now on Web Level Three, at point B. If they do not have the silver Sphere, no teleportation will occur.

Type II Demons (4): hp 63, 59, 54, 49; XPV 2,756, 2,708, 2,646, 2,588

Web Level Three

9. Chamber of the Peace-Makers

When the PCs open the door, they see four robed humans standing in a torchlit 50-foot-square room; the door opens into one corner. Behind the figures are four gilt and stone shrines to what appear to be pacifistic gods. Small candles burn in front of the shrines. If the shrines are inspected closely by a cleric of good alignment, there is a 75% chance that the character will notice blood and filth smeared over each statue.

The four creatures are jackalweres. When the door opens, their leader holds up his right hand and says, in the Common tongue, "Peace! Here is comfort and safety from the terrors of Lolth. Rest and regain your strength and we shall bless you." The others offer small platters of fruits and meats to the party. Each wears a pectoral (a rectangular plate of highly ornate gold and gemstones) which is more ornamental than protective. Each also carries an ornately wrought javelin. Their robes are purple with gold fringes.

If the party enters, the jackalweres will be courteous and helpful until the party is scattered, asleep, or otherwise unalert. They then try to *sleep* as many of the characters as possible, assume natural form, and attack, throwing their javelins and fighting with swords which were hidden under their robes. Note that a sleeping character may be slain in one round.

The four pectorals are worth 100 gp each. The javelins are worth 20 gp each. If the shrines are examined closely, there is a chance (equal to the chance for finding secret doors) that a recess, containing treasure, will be found in each one. One contains a pair of *boots of speed*; the next a *ring of contrariness*; the third, three aquamarines (500 gp each); and the fourth, 600 pp. None of the shrines are trapped, and if any character makes an effort to remove the defilement (blood and filth), that character will be *healed* for 2-12 hit points. This will work only once per shrine.

Jackalweres (4): hp 30, 24, 21, 20; XPV 920, 896, 884, 880

10. The Lieutenants of Lolth

CAUTION: The following encounter is one of the most difficult of those found in the Web, due to the great number of spells available to the creatures encountered and their high intelligence. The DM should carefully read through this section and make whatever changes in spell selection, magic items, and tactics felt necessary. This room should not be an easy victory for the PCs.

Due to the complexity of the affair, the various innate spell powers of the inhabitants are given with their other abilities, below.

A. This door is exactly the same as all other doors found on the Web. Beyond the door is a 10-foot passage ending in another door.

B. This door appears to be a normal wooden dungeon door. However, cast upon it is a *glyph of warding* (electricity, Dmg 22). Beyond this door, the passage continues for 20 feet and ends in another door.

C. This door appears as the others and also has a *glyph of warding* cast upon it (fire, Dmg 22). Beyond the door, the passage continues for 20 feet and ends in another door.

D. As the party moves down the corridor to this door, there is a 5% chance that one of the PCs will notice a peephole high on the right wall. At this point, the party is being observed by one of the drow in the main room. The door at the end of the hall appears normal, but it also has a *glyph of warding* cast upon it (of paralysis). When the door is opened, the PCs see a 40-foot corridor ending in yet another door, but the last 20 feet are filled with the whistling *blade barrier.* (Should they merely wait, the *barrier* will vanish in 32 rounds.) Again, there is a 5% chance of noticing a small peephole high on the right wall.

E. This normal door has a *glyph of warding* upon it (electricity, Dmg 22).

F. This is a 100′ x 100′ room with a 50-foot-high ceiling. It is dimly lit, and the far corners fade into the darkness. In the center of the room at the far end is a 30-foot-high pyramid. On the right and left walls are similar smaller pyramids. To the right of the entrance are two platforms, approximately 6 feet from the floor, with steps leading up to them. In the wall beside each platform is a small peephole.

There are six drow in the room, two sitting on chairs atop each pyramid. These drow command all the creatures of Lolth in the Web. Standing around the base of *each* pyramid are 10 zombies (30 in all).

Zombies: hp 10 each; XPV 40 each, 1,200 for all

PYRAMID #1 (on left):

Ardulace (Female): Level 9/4 Cleric/Fighter; hp 54; MR 68%; AC −6; THAC0 16; SA/SD at will dancing lights, darkness, detect magic, faerie fire, know alignment, levitate; 1/day *clairvoyance, detect lie, suggestion; plate +4, ring of protection +1, flail +2, death lance*; XPV 9,064; Spells:
- First Level: *cure light wounds* (x2), *resist cold* (x2)
- Second Level: *hold person* (x2), *silence 15′ radius* (x2)
- Third Level: *animate dead, cause blindness, prayer*
- Fourth Level: *cure serious wounds, protection from good 10′ radius*
- Fifth Level: *flame strike*

Antatlab (Male): Level 4/9 Fighter/Magic-User; hp 55; MR 68%; AC −5; THAC0 15 (with sword); SA/SD at will *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate; plate +4, shortsword +3, ring of protection +2, bag of holding*; XPV 7,830; Spells:
- First Level: *magic missile* (x3), *reduce*
- Second Level: *invisibility* (x2), *stinking cloud*
- Third Level: *fireball, lightning bolt* (x2)
- Fourth Level: *fear, polymorph other*
- Fifth Level: *cone of cold*

PYRAMID #2 (in center):

Minolin (female): Level 11/6 Cleric/Fighter; hp 60; MR 72%; AC −7; THAC0 11 (with mace); SA/SD at will *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate*; 1/day *clairvoyance, detect lie, suggestion; plate +4, mace +3, ring of protection +1,* three potions (*animal control, fire resistance, invisibility*); XPV 12,430; Spells:
- First Level: *cure light wounds* (x4), *remove fear*
- Second Level: *hold person* (x2), *resist fire*
- Third Level: *cause blindness, continual darkness, feign death, prayer*
- Fourth Level: *poison, protection from good 10′ radius*
- Fifth Level: *flame strike* (x2)
- Sixth Level: None (*blade barrier* already cast)

Riklaunim (male): Level 5/12 Fighter/Magic-User; hp 56; MR 74%: AC −6; THAC0 12 (with sword); SA/SD at will *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate; plate +4, shortsword +4, wand of frost* (8 charges), *wings of flying*; XPV 13,558; Spells:
- First Level: *charm person* (x2), *magic missile* (x2)
- Second Level: *detect invisibility, invisibility, mirror image*
- Third Level: *fireball* (x2), lightning bolt, protection from normal missiles
- Fourth Level: *polymorph other* (x2), wall of fire, wall of ice
- Fifth Level: *cone of cold, feeblemind, transmute rock to mud, wall of force*
- Sixth Level: *globe of invulnerability*

PYRAMID #3 (on right):

Lirdnolu (female): Level 8/5 Cleric/Fighter; hp 42; MR 66%: AC −5; THAC0 16; SA/SD at will *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate*; 1/day *clairvoyance, detect lie, suggestion; plate +4, mace +3, death lance*; XPV 5,838; Spells:
- First Level: *cure light wounds* (x3)
- Second Level: *hold person* (x2), silence 15′ radius
- Third Level: *bestow curse, cause disease, dispel magic*
- Fourth Level: *poison, protection from good 10′ radius*

Adinirahc (male): Level 5/8 Fighter/Magic-User; hp 48; MR 66%; AC −5; THAC0 16; SA/SD at will *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate; plate +4, shortsword +3, 3 javelins of lightning*; XPV 5,922; Spells:
- First Level: *charm person* (x2), *magic missile* (x2)
- Second Level: *invisibility* (x2), ray of enfeeblement
- Third Level: *fireball, lightning bolt, slow*
- Fourth Level: *confusion, ice storm*

Because the drow will have observed the party through the peepholes, they will not be surprised by anyone entering the room. During the time that the *blade barrier* is up, the drow take their positions on the pyramids and cast various protective spells in anticipation of combat. These include *resist cold, prayer, protection from good, resist fire, detect invisibility, protection from normal missiles,* and *globe of invulnerability.*

When the party enters the room, the drow command the zombies into melee, preferring to use their spells for as long as possible before being forced to engage. Each pair is a female with her consort, and they are experienced combatants who will aid each other. No drow will hesitate to use magic items and spells. These creatures are utterly ruthless and will not accept surrender; only the death or enslavement of their foes will satisfy them.

Behind the center pyramid is a smaller chamber, screened off from the main room by a heavy dark curtain. This opening is undetectable unless characters are within 20 feet of the curtain. In the room beyond is the private apartment of the drow. There are three large beds, several chairs, ornate but raveled tapestries, tables, and other furnishings of apparent value. If these items are removed from this chamber and taken out of the Web, characters find decay, mold, and gilt where there was wood, cloth, and gold. Beside each bed is a large chest, all identical in appearance. The first chest contains three flagons of mushroom wine; PCs who taste it must save vs. poison or break out in purple-blue bruise-like splotches in 1-3 turns, but suffer no other adverse effect. The second chest holds six *potions of healing* and assorted drow clothing, none of which is of any great value. The third chest is trapped with a poison needle and contains 300 sp, 800 gp, 1,000 pp, four gems (3,000 gp each), and a tiara (10,000 gp.

11. The Burial Chamber

This room is 50′ x 70′ with the entrance in the left corner of a 50-foot wall. The walls are rough mortared stone and there is a 12-foot-tall bronze double (false) door in the center of the opposite wall. The floor is loosely packed dirt, littered with bones and decayed flesh. Torch or lantern light reveals the occasional gleam of a gem or a coin in the dirt.

There are five ghasts and 15 ghouls buried beneath the surface of the floor. They cannot be detected until they attack in 2-5 turns (see below for possible party actions prior to the attack). If the characters are scattered about the room when the attack comes, 2-8 ghouls and 1-3 ghasts erupt from the dirt and surprise the party on a 1-4 (on 1d6). If the party has maintained a coherent marching order, all members will still be attacked, those protected or surrounded by others being attacked by creatures burrowing up from underneath. By the beginning of the second melee round, all of the ghouls and ghasts will reach the surface and be able to attack.

Ghasts (5): hp 28 each; XPV 593 each, 2,965 for all
Ghouls (15): hp 10 each; XPV 190 each, 2,850 for all

Prior to the attack, the PCs can move easily about the room. They may pick up 10-60 coins and 1-4 gems each turn. Roll 1d10 to determine the type of coin found: 1-3 cp, 4 sp, 5-6 ep, 7-8 gp, 9-10 pp. No more than 10,000 coins may be found. Gems are worth 100-1,000 gp each; no more than 20 may be found. For each turn spent searching, there is a 40% chance of finding a magic item. Roll a 4-sided die to determine what has been found. If that item has already been discovered, re-roll until a new item is obtained.

1. *scroll of protection from lycanthropes*
2. *potion of undead control*
3. *longsword +1, +2 vs. magic-users and enchanted monsters* (no specific alignment)
4. *scroll* of six spells (*burning hands, ESP, fear, Leomund's trap, Otto's irresistible dance, push*)

There are only four magic items to be found. If the characters continue to search after the monsters are killed, a systematic approach will find half of the remaining treasure in 1 hour. Three hours are required if no careful pattern is used. The remaining treasure is buried deeper in the floor and will take from 8 to 13 (1d6+7) hours to find.

12. Third Teleportation Room

This is a 50′ x 50′ room, 10′ high, with the door opening in the center of one wall. In the center of the room is a 10-foot-square pit filled with blazing logs. The walls are encrusted with brittle layers of molds and lichens that have survived by the light and the warmth of the fire. The floor near the walls is littered with broken bits of the things that grow on the walls. The ceiling is sooty black. The air is warm and smoky, but not uncomfortable.

Three Type III demons have *polymorphed* themselves into the form of mice and are waiting near the far wall. There is a 10% chance that someone in the party will notice these mice when the group first enters the room. Once the group is in the room, the demons attack by magic. They do not revert to their true forms, depending on the confusion to avoid detection. They first try to divide the party by creating *fear*, and then use *telekinesis* to pull victims into the flames of the fire pit. The fire cannot be extinguished, and inflicts 3-12 points of damage per round to all within it.

After weakening their foes, the demons resume their true forms and attack further. During the melee, they try to toss characters into the pit, if possible. If protection or concealment is ever needed, one demon will use *pyrotechnics* on the fire pit to create smoke and distract the PCs.

Demons, Type III (3): hp 60, 48, 42; XPV 3,240, 3,072, 2,988

When these demons are destroyed, the bronze Star glows brightly and hums. (If the platinum Egg has not been opened, the Egg starts to hum). As the pitch increases, the characters see the walls fade. The room is replaced by a large section of pathway. The party (dead and living) and their equipment are *teleported* to Web Level Four at point C. If the party does not have the bronze Star, the teleportation does not occur.

Web Level Four

General Notes

Situated above the intertwining pathways of levels 1-3, this level of the Web is different from the others. The pathway is still 20 feet wide and surrounded by walls of fog as on the other levels. The other levels of the Web are 60 feet below the fourth level. There are nine doorways on this level, lettered A through I on the map. These doors are different from those found elsewhere in the Web. The first eight doors (A-H) are mounted on the sides of the pathway, each surrounded by a stone arch. Inside each arch is a clear panel (the door), without hinges, knobs, locks, or handles. The clear section feels somewhat soft to the touch and will give if gently poked. It is actually a clear, indestructible membrane to prevent intrusion *into* the 4th level.

Should any characters desire, they will discover that it is a simple process to thrust an arm or leg in or step through these membranes. They will experience no ill sensations other than a slight pulling and dizzy feeling as the membrane pulls over their face. Other characters will be able to watch them, and communication will be possible, but only by gesture as no sound penetrates these membranes. There is no limit to the number of times a door may be used to step from the Web to a world. If the characters desire to return to the 4th level from one of the spaces beyond a door, any character touching the membrane will be shocked for 2-8 points of damage (no saving throw); the membrane will then yield to the pressure. If any character touches the membrane more than once, the shock will be repeated for 2-8 points of damage each time.

Each doorway is actually a gateway to an alternate world on the Prime Material Plane. None of these worlds is the original campaign of the PCs, but since the gates open to the Prime Material Plane, a party may enter a gate to rest and recover spells. All spells may be obtained and cast normally while in one of these worlds. Any deity or intermediary contacted will inform the cleric (or druid or paladin) that it is an alternate world, that spells of third and greater levels may be granted, and that they will *not* communicate or interfere with those in Lolth's plane, including the characters.

Lolth has not yet spun a portal into the bubble at Sterich, yet, so the characters will not come across a gateway to that world yet. However, while the characters are in the web, her infernal majesty is making the necessary final arrangements to link her plane of the Abyss most fully to that of the World of Greyhawk, opening it to her legions.

Each door (A-H) is accompanied by several sections of description. The first paragraph describes what the players see when they look through a door. The paragraphs that follow provide the DM with a more complete description of what the world is like and what might be found there. In some cases, small sketch maps or encounter tables are provided. The DM should study these carefully and decide what more may be needed for each. Because each world could be of great size, the DM may not wish to have players exploring these worlds. In such a case, the DM may suggest to players, "It doesn't look like Lolth lives here" or give some other discouraging clue.

A. The Kingdom of Caer Sidi

The doorway looks out from the edge of a thickly overgrown garden of drooping weeds and gnarled, rotting, mildewed trees. Through the trees, the beginnings of a neatly manicured lawn can be seen approximately 200 feet away. The grass extends as far as the eye can see and is dotted with orderly copses and bright flowerbeds. About a quarter of a mile away atop a small hill stands a small castle. Its tall turrets showing fluttering pennons in the light breeze. Its walls are ivory in shadow and glisten slightly with rainbow colors when the light strikes. Many windows pierce the upper stories, making the structure seem lacy thin. An artificial twilight seems to hang over the land and the sun is apparently always behind a dark bank of clouds.

This is the Kingdom of Caer Sidi. The land is ruled by a group of elves, neutral (with evil tendencies) in alignment. Calling themselves the pharisees, they form the ruling class. Other creatures in the land include their occasional allies (hobgoblins, gnomes, and trolls), their servants and slaves (dwarves, orcs, gnomes, and kobolds), and all manner of wild, mythological beasts (unicorns, griffons, dragons, manticores, and so forth).

The pharisees are highly self-oriented and sophisticated. This will often cause them to do what might be seen as evil acts for the "good of all" (themselves in particular). They will, when needed, ally with the evil races to protect their kingdom and position. Privately, they practice and relish emotion but never develop a deep attachment for any individual thing or creature. They are often seen as haughty and cold.

Due to some unknown power of the land, the pharisees cannot stand the touch of iron or steel. Any of those elves struck by a cutting weapon of iron or steel will suffer 1-6 points of damage in addition to the normal weapon damage. The elves also do not like to handle silver, although this does not burn them, as does iron or steel. Because of this, all armor, weapons, and necessary metal goods are made of copper, brass, bronze, or other alloys with a strength equal to steel. The majority of this work is done by dwarven or goblin slaves, and is all performed with great craftsmanship.

The gate is at the edge of an evil forest where Lolth is attempting to invade this world. Any creatures not under Lolth's command who come through the gate will automatically be attacked before they leave the forest. Use the *Lolth's Forest* encounter table to determine the attackers. For every turn after the first that an intruder remains in the forest, there is a 1 in 4 chance of having an encounter. If the intruding party leaves the forest, they will automatically have an encounter in 1-4 turns. Use the *Kingdom* table to determine the type of encounter. Thereafter there is a 1 in 6 chance of encounter every 2 turns.

The Kingdom is ruled by Duke Alfric, an elven (pharisee) Fighter/Magic-User, and his consort Meriven (a 14th level elven Thief) from their castle on the hill. With them abide 70 elven Fighters of levels 1-6. Alfric also maintains armies on campaign, watching his dubious allies.

Duke Alfric (elf): AL N(E); Level 7/11 Fighter/Magic-User; hp 57; MV 12"; AC −6; #AT 3/2; *plate +3, shield +3, ring of protection +2, longsword +2 (detects invisibility), wand of magic missiles*; XPV 12,126; Spells:
- First Level: *burning hands, detect magic, erase, read magic*
- Second Level: *detect evil, ESP, mirror image, web*
- Third Level: *dispel magic, invisibility 10' radius, phantasmal force, suggestion*
- Fourth Level: *ice storm, massmorph, polymorph other*
- Fifth Level: *cone of cold, teleport, wall of force*

S 18 I 18 W 13 D 16 Co 16 Ch 17

Meriven (elf): AL N(E); Level 14 Thief; hp 36; MV 12"; AC −1; THAC0 14; SA backstab for 5x damage; *bracers of defense AC 3, cloak of elvenkind, dagger, +2, sling of seeking +2, dust of appearance*; XPV 5,298

S 15 I 16 W 10 D 18 Co 12 Ch 17

Lolth's gate is relatively new to this world, and Alfric is watching it carefully. Both he and Lolth hope to use the other for their own ends. Alfric is uncertain as to how well he can trust Lolth or his own chaotic evil allies; therefore,

he acts with care. Any adventurers who arrive in the kingdom are brought before Alfric eventually, so that he may decide their worth. If both sides are friendly, Alfric will propose an alliance for the purpose of destroying or harming Lolth. To prove his good faith, he will offer up to three minor miscellaneous magic items for the party's use on their expedition: *ring of protection +3, wand of illumination, girdle of frost giant strength*. If the DM should choose to use other items they should be in the 1,000-2,000 XP range. The DM should be careful not to offer books or other items that unbalance the game. Should the party try to attack Alfric or his domain, he will capture them (if possible) and offer them to Lolth for her amusement. In the latter case, one of Lolth's representatives (a drider) will accept the gift and dump the bound characters through portal E (see below).

Lolth's Forest

1d20	Encounter	Number Appearing
1-4	Bugbears	3-30
5-8	Gargoyles	4-16
9-15	Gnolls	10-60
16-19	Minotaurs	4-9
20	Ogres	2-20

Kingdom of Caer Sidi

1d20	Encounter	Number Appearing
1-2	Aerial patrol	1
3	Gardeners	1-6
4	Hunting party	1
5-14	Scouting party	1
15-18	Knights	1-3
19	Manticores	1-3
20	Unicorns	1-4

Scouting party: This group includes six 1st level Fighters and one level 3/3 Fighter/Magic-User. They are mounted 50% of the time. Foot scouts are armed, with two javelins and a longsword. Mounted scouts carry lance, mace, and longsword. If attacked within sight of the castle, scouting parties will be reinforced (see *Knights*, below) in 1-3 turns. Scouting parties will try to avoid combat if possible.

Foot scout: AL N(E); INT Ave; SZ M; MV 9"; AC 4; HD 1 (hp 9); THAC0 20; #AT 1; Dmg 1-6 (javelin) or 1-8 (longsword); XPV 23

Mounted scout (light horse): AL N(E); INT Ave; SZ M; MV 9"; AC 6; HD 1 (hp 11); THAC0 20; #AT 1; Dmg 1-6 (lance), 1-6 (mace), or 1-8 (longsword); XPV 25

Aerial patrol: These patrols consist of 2-5 knights, 2-12 1st level Fighters, and one level 5/5 Fighter/Magic-User. All are individually mounted on griffons. Aerial parties usually avoid combat, and fly to the castle if overmatched.

Griffon mount: hp 42; XPV 795

Knights: These are 7th level Fighters. Whether as reinforcements or encounters, each knight is accompanied by a 5th level Fighter (a squire) and ten 1st level Fighters. All are mounted and armed with lance, battle axe, and longsword, and each wears plate mail and shield. Knights will not avoid combat if attacked, but will send for reinforcements.

Knight (elf): AL N(E); INT Very; SZ M; MV 6" (15" on heavy horse); AC 2; HD 7 (hp 48); THAC0 14; #AT 3/2; Dmg 3-9 (lance), 1-8 (long sword), or 1-8 (battle axe); XPV 734

Unicorns: These creatures are grazing on the open lawns, and avoid encounters if possible.

Manticores: There is a 50% chance that the 1-3 manticores will be pursued by a Hunting party (see below).

Gardeners: A group of gardeners consists of 1-6 dwarven slaves herding 21-24 sheep which, by grazing, trim the lawn to an even height. These dwarves are very humble and obsequious if spoken to. They live in fear of their elven masters, but will not generally support attempts to overthrow them. They have much "low court" gossip to tell, but little useful knowledge.

Hunting party: This group is a mixture of court people and servants, including 2-8 Knights, 1-3 Fighter/Magic-Users (each level 3-6), 1-4 Thieves (level 4-9), and 11-20 pharisees, both male and female. They are accompanied by a number of servants (dwarves and orcs) equal to the number of elves, 20-30 dogs (including beagles, hounds, and other hunting types) and 0-3 falcons. The party is cheerful and pleasant, but may decide to hunt strangers at a whim. They always remain in

Survivor and Fugitive Party Composition Chart

See page 110 for chart explanation.

Die Roll (d10)	NUMBER IN PARTY 1	2	3	4	5	6	7	8	9	10	11	12
1	H	2H	3H	4H	5H	6H	7H	8H	9H	10H	11H	12H
2	H	2H	3H	4H	4H E	5H E	6H E	7H E	8H E	9H E	10H E	11H E
3	H	2H	3H	3H E	4H D	5H D	6H D	7H D	8H D	9H D	10H D	11H D
4	H	2H	2H E	3H D D	3H D E	4H D E	5H D E	6H D E	7H D E	8H D E	9H D E	10H E
5	H	H E	2H D	2H D E	2H E G L	3H E G L	4H E G L	5H E G L	6H D E L	7H D E L	8H D E L	9H D E L
6	H	H e	H D E	2H D e	2H e D O	3H e D O	4H e D O	5H e D O	6H e E O	7H D G O	7H e L D O	8H D G D O
7	H	H D	H E e	2H G e	2H e L O	3H e L O	4H e L O	5H e L O	6H e L O	7H e E O	7H e E GO	8H E G D O
8	e	H G	H D e	2H E O	2H D G L	3H D G L	4H D G L	5H D G e	6H D G L	7H D G e	7H 2E e L	8H 2D O L
9	D	H L	H E O	2H D O	2H D E G	3H D E G	4H D E G	5H D E G	6H D G O	7H e E O	7H D G eO	8H 2E eG
10	G	E D	H G O	H E D O	2H G L O	3H G L O	4H G L O	5H G L O	6H G L O	7H E G O	7H E L GO	8H eG D O
	1	2	3	4	5	6	7	8	9	10	11	12

NUMBER IN PARTY

sight of the castle, and will be reinforced by 3-8 knights if attacked.

B. The Frozen Lands

This doorway/gate looks out the entrance of a cave. The gate appears to be about twenty feet inside the cave, the entrance of which is about 10 feet wide. Through that opening can be seen a raging snowstorm which intermittently breaks to reveal windswept rocks and looming mountains. The cave itself is dark, and little can be seen of it other than the floor (which is covered by snow and ice).

This is one of Lolth's more successful campaigns. Situated at the end of a frozen mountain chain hundreds of miles long, Lolth has been using this area as a base before sending her armies to conquer the warmer human lands beyond. Stockades, where Lolth's creatures reside, are each separated by one day's march through the mountains, progressively closer to the lands that Lolth wishes to conquer. These forts provide food and shelter for her troops en route to the border.

If the PCs enter this land, they immediately notice that the temperature is well below freezing and the air is further chilled by a 30 mph wind. Travel without adequate clothing or magical protection from the elements will result in death from exposure within 12 hours. In a snowbank just inside the cave, however, are hidden bundles of fur-lined clothing, food, wood, and mountain gear, which the party may find and use.

Travel by night is impossible due to the howling winds, dangerous paths, crevasses, avalanches, and monsters. Dawn arrives six hours after the party enters through the gate, at which time the storm breaks. A clear but difficult pathway winds from the cave to a fort in a valley 6 miles away. Thereafter, forts are located every 5 miles along the path. The border of the human lands is 75 miles away. Each fort has in its treasury 20-200 sp, 20-80 ep, and 10-30 gp per occupant, plus a *ring of warmth* and 2-8 potions from the following list: *extra healing, healing, human control, white dragon control.*

Those forts closest to the gate are sparsely populated, as Lolth has a firm control over this area. There are typically a few bugbears and ogres, possibly with a frost giant commander. These creatures will generally not venture outside the fort. All forts are stocked with ample supplies of food and clothing. Forts closer to the borderlands hold more and more troops as Lolth prepares for her attack.

While PCs are on the path, check for encounters every 3 hours (1 in 6 chance), using the following chart.

Die Roll	Monster	Number Appearing
01-15	Bugbears	6-15
16-18	Dragons, white	1-3
19-25	Ettins	1-4
26-40	Giants, frost	1-4
41-50	Gnolls	6-13
51-65	Ogres	6-9
66-70	Remorhaz	1
71-80	Wolves, winter	2-16
81-85	Wolfweres	1-6
86-00	Yeti	1-6

C. The Great Ocean

The doorway is set on a white, sandy beach broken by grotesque outcroppings of volcanic rock. One or two purple-black tulip-like flowers sprout from the base of these rocks. The sky is saffron yellow and the sun is a pale bright blue; a pink ocean 100 feet away washes gently over the sand. To the left and right, along the curve of the land, can be seen the silhouettes of palm-like trees. This gate is actually an island 5 miles in diameter, one of the few land areas on a planet of ocean.

The great ocean ranges for thousands of miles and varies from tropical conditions (like those found here) to arctic (at its extremes). Here, Lolth has been recruiting ixitxchitl, kopoacinth, lacedon, and morkoths. She hopes to use these in her campaign to defeat the dominant human race, a migratory sea people. These humans sail the ocean in great catamarans to carry the trade of their vast mercantile empire from island city to island city.

Check encounters on the shore every 6 turns (1 in 6 chance), but encounters at sea only three times a day (1 in 12 chance). Use the charts below to determine the type of encounter.

1d100 Shore	Sea	Encounter	Number appearing
01-05		Boars (warthogs)	1-6
06-15		Crabs, giant	2-12
16-65		Headhunters*	10-120
66-70		Jackals	2-12
71-75		Scorpions, giant	1-3
76-00	01-10	Trading fleet**	6-9
	11-20	Buccanneers	20-200
	21-30	Dolphins	2-20
	31-32	Dragon turtle	1
	33-42	Ghouls (lacedon)	2-24
	43-47	Gargoyles (kopoacinth)	2-16
	48-57	Ixitxachitl	10-100
	58-62	Lampreys	11-20
	63-72	Locathah	20-200
	73-77	Morkoth	1
	78-82	Octopus, giant	1
	83-87	Sahuagin	10-40
	88-90	Sea hag	1
	91-00	Whales	1-12

* Headhunters: Tribesmen, Chaotic Evil
** Trading fleet: 6-9 catamarans, each with 20 pirates (Chaotic Good)

D. The Black Fen

Beyond the gate is a desolate swamp, overgrown with rank grasses, shadowed by great cypress trees, and spotted with pools of muck. The trees are overgrown with spanish moss and strangling vines; decayed vegetation covers patches of open ground. Plant growth is lush, but everything has an unwholesome grayish color to it; the sky is blue.

This swamp extends for more than 100 miles in all directions and is ringed by a wall of mountains. Lolth has used this territory as a breeding ground for some of her creatures ever since she won the land from the humans who once held it. What humans remain have been reduced to a savage existence in the mountains, entering only the fringes of the swamp.

During the daytime, check encounters every 3 hours (1 in 6 chance). At night, check every hour (1 in 8 chance). Use the tables below to determine the creatures encountered. If humans are encountered, they will be suspicious of the party until characters prove their good intentions.

1d100 Day	Night	Encounter	Number Appearing
01-05	01-05	Caveman	*
06-15	06-10	Dragon, black	1-2
16-19		Catoblepas	1
20-33		Crocodile	2-12
34-38		Crocodile, giant	1-4
39-43	11-20	Gnoll	**
	21-30	Groaning spirit	1
44-48		Harpy	1-3
49-58	31-45	Leech, giant	3-18
59-75		Lizard, giant	1-6
76-82	46-55	Roper	1-2
83-86	56-60	Shambling mound	1-2
	61-75	Stirge	2-12
87-95	76-80	Toad, giant	2-8
96-00	81-90	Troll	1-8
	91-00	Will-o-wisp	1-3

* Cavemen: Day 2-20, Night 10-30
** Gnolls: Day 20-80, Night 10-60

E. The Labyrinth of Arachne

Through this doorway the party will see a 100-foot-square chamber. The door opens by the left corner of one wall; there are five door-

ways on the opposite wall. The entire chamber is lit by glowing purple fungi that cling to the walls. The floor is sandy, littered with twigs, rags, and bits of string. Thirty feet to the right of the gate is the dried corpse of a woman.

This area is used by Lolth as her breeding ground for spiders of all sorts. The five doors lead to tunnels and passages that twist and interconnect to form a maze of chambers, caverns, rooms, tunnels, corridors, and dead ends. These extend for miles underground, and there is no known exit to the surface of this world. The entire area is infested with spiders. To feed these creatures, Lolth regularly forces captives into the labyrinth, whom the spiders track down and kill. Lolth summons the most powerful of the spiders to serve in her armies.

The few captive who have managed to escape death have formed themselves into small tribal societies. These are clothed only in rags, but are armed with crude stones and bone weapons and spider-silk nets. All the survivors are now neutral, regardless of their former alignments. They have no hope of escape and merely try to survive. They will attempt to kill anything that might be a source of food or equipment.

Check for encounters once per turn (1 in 8 chance), using the following chart.

1d100	Encounter	Number appearing
01-05	Fugitive	1-6
06-15	Spider, Giant	1-6
16-47	Spider, Huge	1-2
48-79	Spider, Large	3-30
80-84	Spider, Phase	1-3
85-00	Survivor	3-12

Survivor: Use the table below to find the racial composition of the group. All are armed with spider-silk nets, bone clubs, stone maces, spears, and bone darts.

Fugitive: These are simply offerings to the spiders, who have not yet been caught. Use the table below to determine the racial composition of the group. They have no weapons or equipment, and will only attempt to fight (bare-handed) 10% of the time. They are thoroughly demoralized and will only seek to escape from the labyrinth.

Survivor and Fugitive Party Composition Chart

Roll one d10 and cross-index the result with the number in the encountered party (as given above). Race abbreviations:

H = human
D = dwarf
E = elf
G = gnome
e = half-elf
L = halfling
O = other (goblin, orc, lizardman, *etc.* at the DM's option)

F. Maldev

Looking through the gate, the PCs see that somehow things do not look quite right. The gate looks out upon a mountain setting, but the mountains are too tall and sharply pointed to be real. The sky is bluish-purple and partly overcast; the sun is almost below the tops of the mountains. What stars are out are much larger than normal, almost like small moons. There are two prominent mountain peaks, one a mile away and the other about six miles distant. Between these, in what appears to be a pass, is a wooden palisaded fort. Approximately three-quarters of a mile beyond the fort is another stockade, similar in appearance. At the foot of the far mountain is a great stone fortress with great fires shining from one point in its wall. Many smaller fires dot the plain of the pass, and at times wide sections of the ground seem to ripple from the movements of troops.

This mountain pass leads to Maldev, the last kingdom of the mountain dwarves in this world. The fortress under attack is Kandelspire, the gate to the kingdom of Maldev. Lolth has just begun what she hopes to be her final attack on the great fortress. For this battle she has assembled the following troops.

8,000	gnolls
2,000	bugbears
150	ogres
30	hill giants
20	trolls
10	perytons
6	umber hulks
1	red dragon (HD 11, hp 77)

The following defenders are in the fortress:

4,000	dwarves
500	humans
100	brown bears
10	cave bears
10	werebears
50	giant badgers
5	pegasi

Lolth expects to receive further reinforcements soon, but the dwarves of Maldev do not expect any further aid.

The two wooden forts are also occupied and must be passed to reach the fortress. The stockade closest to the gate is manned by Lolth's creatures (300 gnolls, 20 bugbears, two ogres, and one Type IV demon). These forces might be fooled into thinking that the characters have been sent by Lolth to aid in the battle. The more distant fort holds 500 dwarves, cut off from the rest of their army. It was bypassed in the first attack, to be destroyed later by the expected reinforcements. The dwarves will be suspicious of strangers approaching the fort unless a dwarf is with the party.

(*N.B.* Those DMs and players who are interested in miniatures battles may wish to play a small section of this engagement with figures and the *AD&D® BATTLESYSTEM™* miniatures rules. If this is done, the characters should somehow arrive and take command of several smaller units. The DM should have some players help run the evil forces. The outcome of the entire siege may be considered to be the same as that of the smaller battle.)

If the party leaves the area they find the land barren and depopulated. Food is hard to find and movement difficult through the rugged wilderness. Encounters occur automatically once every three days, using the following chart.

1d10	Wilderness Encounter
1-8	Lolth's army units (100-300 gnolls, bugbears, ogres, trolls, *etc.)*
9	Dwarf refugees (2-20)
10	Human refugees (3-30)

G. The Nightworld of Vlad Tolenkov

This gate opens into a gloomy castle courtyard, old and run down, cluttered with a scattering of broken stones and sickly-looking weeds and bushes. It is night; the starlight poorly illuminates the expanse of the courtyard, in the center of which stands an old fountain, dry and leaf-filled. In the right wall, terraced steps lead up to a pair of tarnished bronze doors set in an ornately carved arch. In the left wall is an opening 20 feet wide and 15 feet high, sloping down and away from the courtyard. Near the tops of the walls are many small windows.

This is the castle of Vlad Tolenkov, a 15th level Magic-User vampire. Lolth has recently enlisted Vlad to her side, and he is now gathering forces to this area. These are primarily made up of undead, which are very successful in this land of perpetual night. This world has no sun; heat and plants are sustained only by powerful ancient magic.

Vlad: hp 67; XPV 6,804; Spells:
First Level: *affect normal fires, burning hands, enlarge, hold portal, magic missile*
Second Level: *darkness 15' radius, detect invisibility, invisibility, ray of enfeeblement, web*
Third Level: *dispel magic, fireball, haste, lightning bolt, phantasmal force*
Fourth Level: *confusion, hallucinatory terrain, ice storm, polymorph other, wall of ice*
Fifth Level: *animate dead, cloudkill, cone of cold, passwall, teleport*
Sixth Level: *anti-magic shell, death spell*
Seventh Level: *reverse gravity*

With the forces he has been gathering, Vlad does not intend to conquer the human

lands, but rather to harass and disrupt trade in the area, in preparation for a greater future assault by Lolth. Therefore, security in the area is lax. Few creatures live in the castle with Vlad, primarily ghouls and ghasts who feed on his drained victims.

If characters travel in the lands surrounding the castle, check for encounters every 3 hours (1 in 8 chance). Use the following table to determine the type of encounter.

1d100	Encounter	Number Appearing
01-10	Bandit	20-40
11-25	Ghoul	1-10
26-40	Ghast	1-6
41-45	Harpy	1-4
46-53	Jackalwere	2-8
54-68	Merchant	10-60
69-83	Peasant	10-60
84-88	Troll	1-8
89-93	Vlad	1
94-00	Werewolf	1-4

H. Lolth's Prison

This gate looks out across a small desert plain. Although the land is brightly lit, small stars glow on the horizon. Five small suns shine overhead, ranging in color from red to white; the sky is black. Standing about 200 yards away is a giant-sized figure, bone white in color, about 30 feet tall. On the ground behind it sits an iron cage holding a man. There are no other signs of life.

This is a miniature, flat world; it is circular, with a diameter of 2,000 yards. Encapsulated in a force field dome which traps its atmosphere inside, the world has normal gravity, maintained by an unknown magic. Lolth uses this world, which floats somewhere near the edge of the galaxy, to hold various prisoners she has taken. The entire world radiates magic.

The white giant is a bone colossus, a being created from the joining of many skeletons. At closer inspection, many different types of bones may be seen jutting from the body. In one hand it holds a bone club. Total dismemberment will not destroy the colossus; similar to a troll, the bones that form it move back together and rejoin, creating it anew. Fire and acid damage are permanent. If the colossus is reduced to 0 hp, the pieces do not reform for a full turn. A cleric may Turn the creature as a Special undead.

In the cage behind the colossus is a man, gagged and shackled. If released he introduces himself as Trinax the Cleric, and explains that he was undertaking a *quest* when captured. If the PCs request curing, he casts one *cure serious wounds* and also offers to reward them for rescuing him. To the person he deems most worthy, Trinax gives a *pendant of truth*, in which three small balls are set. The cleric advises the party to cast one of the balls at Lolth when she is encountered, but he knows nothing of the exact operation of the *pendant*. If invited to join the party, Trinax refuses, nor will he accept any assistance on his mysterious *quest*.

When the balls of the *pendant* come within 5 feet of an *illusion* or a magically trapped item or area, one of the balls will burst, giving off a brilliant shower of sparks. There is a 50% chance that the energy released in this discharge will successfully dispel whatever triggered it. Note that each ball only works once; thrown balls break and are not reusable, even if no discharge occurs.

Bone Colossus: as skeleton but SZ L; AC 0; HD 10 (hp 45); THAC0 10; #AT 1; Dmg 5-14; SA regenerates (3 hp/round); XPV 2,430

Trinax: AL LG; Level 8 Cleric; hp 50; MV 12″; AC 10; THAC0 14; #AT/Dmg By spell (unarmed); XPV 1,850; Spells:

- First Level: *cure light wounds* (x3), *purify food and drink*, *remove fear*
- Second Level: *augury* (x2), *find traps*, *resist fire*, *silence 15′ radius*
- Third Level: *cure blindness*, *cure disease*, *dispel magic*
- Fourth Level: *cure serious wounds*, *neutralize poison*

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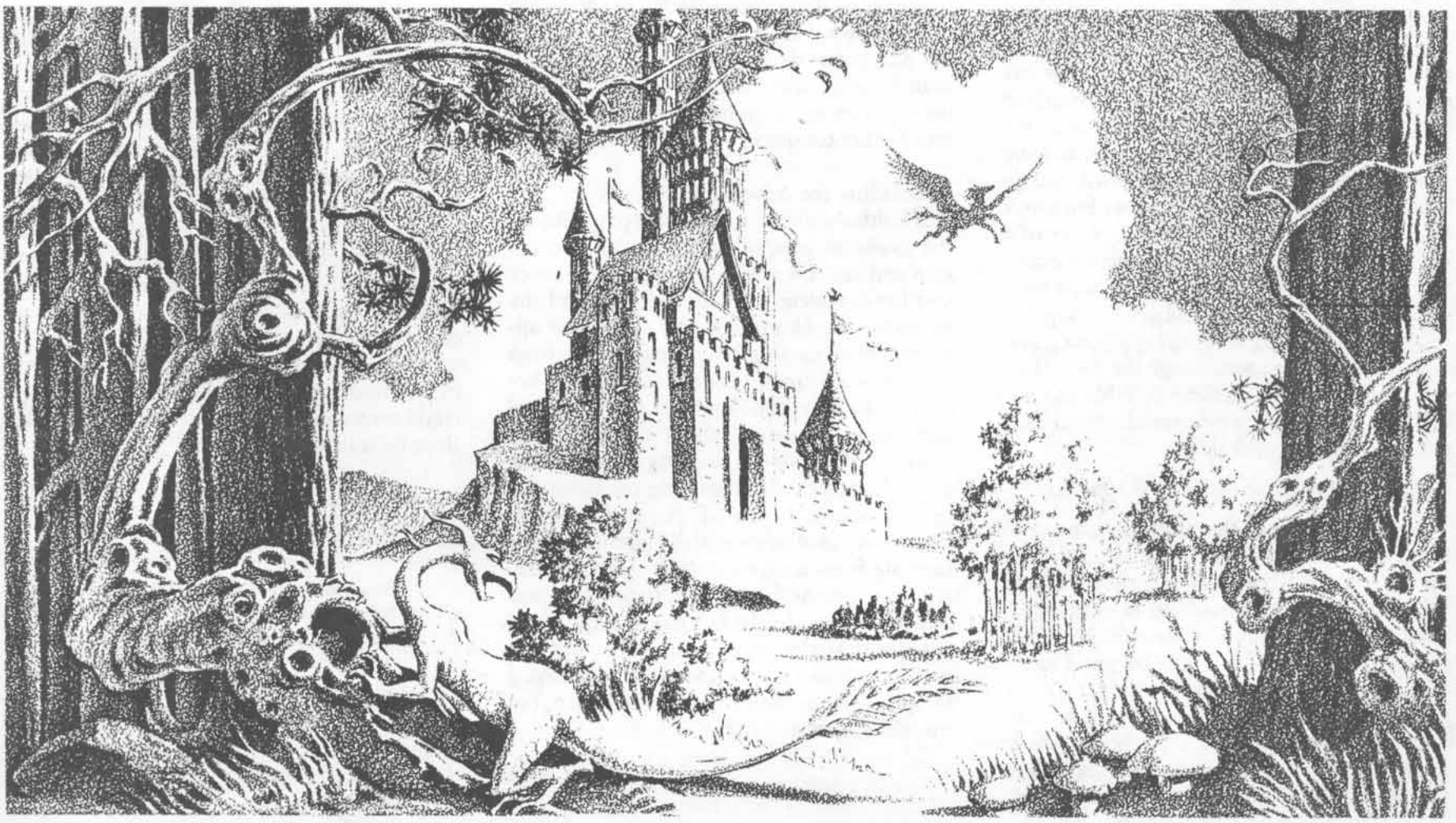

I. The Spider Ship Of Lolth

This portal is different from any other door found on the Web. It is a pair of bronze doors, each 15 feet tall and 10 feet wide. The face of the doors is smooth and featureless except for a small cube-shaped depression in the center of the left door. The doors may be opened by one of two methods. The first is to place the blue crystal Cube (from the platinum Egg found in the Fane of the Vault) into the depression in the door. The Cube will begin to hum and glow for about 1 round, after which the doors will open by themselves. (The Cube must be placed in the door before anything will happen.) The second possible method is magic; the doors will open to a *knock*, *disintegrate* or *passwall* spell. But they cannot be forced open by any amount of physical strength.

Beyond the door is a flat desert under a purple sky. The air seems to radiate an evil heat, burning into the yellow sand of the desert. About a mile from the gate stands a huge, strange building. It appears to be made of brass, about 100 feet tall and 200 feet wide. Long slender supports extend from two points on the sides of the building; these arch upwards and then settle some distance away on the sand. The building itself seems to be composed of two spherical sections, each barely resting on the sand. The nearest has a wide staircase leading to a dark doorway, above which are two horizontal rows of circular windows.

As the characters approach the building, they see that the 20-foot-wide staircase is flanked by 10-foot-wide bannisters, the lower ends of which turn slightly inward. Sitting on the bannisters, at the bottom of the steps, are two gargoyles, who will watch the approach of the strangers with no apparent concern. One sits on the edge of a bannister, idly scratching at the metal; the other squats with his chin on his knees, his eyes half-closed. They both look inoffensive, and neither makes any sort of a hostile motion. If ignored, they will not attack the party. When the party approaches within speaking distance, one of the gargoyles speaks in a strange croaking language (gargoyle), and says "Up the stairs and through the door; she's waiting!" This will of course be gibberish unless gargoyle can be understood, either normally or with magical aid.

Gargoyles (2): hp 32 each; XPV 325 each

At closer viewing, the building appears to be made of metal plates bolted together. If the PCs stare at the material, they notice a vague suggestion of movement in it. Close examination reveals faces, twisted and tortured, pressed against some invisible barrier, silently mouthing screams and howls. Similar to the pathways of the Web, this metal is formed from the essence of souls sent to the Abyss; their punishment is to be painfully sealed into this mysterious prison. As for the whole building, it can be seen that the structure is definitely not fixed to the ground. The arches on the sides are tubular, and end in large flat pads sunk into the sand.

Characters who watch the domed windows over the door can notice shadowy movements therein, though the exact cause of the movement cannot be determined. The strange windows create an uncomfortable feeling of being watched.

This structure is not only Lolth's castle; it is also her vessel, a ship in the shape of a spider. It travels across land by walking on the eight arched legs on its sides. Inside are living quarters, power plants, temple chambers, and control rooms. The entire ship is powered by large steam engines (found in the lower sections). The vibration from these engines can be felt throughout the ship.

This vehicle has been known to appear on the Prime Material Plane in places and times when Lolth felt it necessary or useful to appear in person. What legends there are of this thing tell of the great riches and deadly traps that have been discovered inside. All are rumors, of course, as none have ever returned from it alive!

Unless specified otherwise in the text, the interior regions of the spider ship are lit by hidden ceiling fixtures. Those familiar with their operation need no torches or magical light on the vessel.

At the time the characters enter the spider ship, the Demon Queen is preparing for launch across the astral void to her new acquisition—the land of Sterich in the World of Greyhawk. Using her machinery and magics, plus power derived from beings more evil than herself, Lolth intends to bind this first bit to her plane, opening a full portal into the area for her conquest.

Concluding the Adventure

If Lolth should be slain by the party during the course of play, or forced to abandon her ship and lair, the vessel will begin to tremble and heave violently. Then things around the characters begin to shift and alter their appearances, as the ship reverts to the chaos from which it was formed. As everything finally begins to crumble, the characters feel paralyzed and nauseous as some power suddenly grips them. After a short, dizzying, gut-twisting spin, they black out, regaining consciousness just outside of Istivin, if they are native to Greyhawk, or at some equally familiar spot if they are from another alternate prime material plane. In the former case, their escape was obviously aided by the fact the ship was set to head in that direction. In the latter, perhaps greater powers than Lolth rescued them as a reward—or sent them on their way so as not to trouble THEM at a later date!

Random Encounters in the Spider Ship

Check per hour for random encounters (1 in 6 chance), and use the following table to find the creatures encountered.

Die Roll	Encounter	Number Appearing
1-8	Manes	2-8
9-12	Quasit	1-4
13-20	Random change	1

Manes: These may be encountered throughout the ship working as slaves. They typically try to flee any encounter, alerting other creatures to the party's presence. They carry neither weapons nor treasure.

Quasit: Not staying in any one place, and not welcome on the ship because of the problems they create, quasits most often flee any encounter. If possible, however, they will return shortly to harass characters, but will do so only if they can remain undetected. They engage in petty theft, tripping, hit-and-run attacks, and other forms of minor harassment.

Random change: Due to the great energies involved, Lolth has only been able to enforce her will on the substance of Chaos to a limited extent. There is thus a chance that, on occasion, an unforeseen change will occur. Lolth has managed to limit the scope of these changes so that they are only minor. When a random change occurs, some non-living item either appears, disappears, or transforms. A glove might become an apple, or a pile of dead leaves might appear from nowhere.

Lolth's magic protects important items from this effect (*i.e.* weapons and major equipment), and magic items are immune, but the party's minor possessions might become substantially different. Likewise, weapons, magic items, and useful items will not appear. Use this type of encounter with care, to confuse and amuse the players but not to torment or reward them. A list of suggested changes is given below.

Any or all of these items can appear in front of, behind, or beside the characters. They could even appear in mid-air and clatter to the floor for a little extra effect.

Random Change Table

1d20	Change
1	Personal artifact disappears (handkerchief, sock, comb, *etc.)*
2	Miniature rain cloud with lightning and thunder (no damage, just wet 2-8 rounds)
3	Gust of wind
4	Unusual smell (roses, tobacco, garlic)
5	Statue of small animal (squirrel, frog, monkey, *etc.)*; appears to come to life when picked up; if spoken to it demands to be fed; if fed anything it disappears

6 Seashells; they scurry around on any flat surface but break when touched
7 Musical instrument
8 A 2' high toadstool, very grumpy; it is argumentative if spoken to or approached
9 Laundry basket full of assorted underwear that glows in the dark
10 Icicles appear in an otherwise warm room
11 Miniature fireworks go off for 1-6 rounds (no damage)
12 Dozens of miniature parachutes appear in mid-air and fall to the floor
13 Several dark medium-sized rocks appear; they have very faint voices coming from them; if held up to the ear they say "put me down!" but if broken, they are found to be hollow and the tiny voices call for help for 1-3 rounds
14 Ball of string comes unrolling down a passageway; ball will disappear when out of sight
15 Miscellaneous metal items (such as lanterns) change metal content; tin becomes brass, brass will becomes bronze, bronze becomes lead, *etc.*; all armor and weapons are unaffected
16 Snow begins falling; could be any color except black
17 Each character discovers 1-3 wriggling goldfish in his or her clothes; they turn to glass when touched
18 Doorknob on a false door begins to interrogate the party ("Where do you think you're going?" "How did you get in here... what are your names?") If any attempt is made to turn the doorknob, the entire door immediately disappears
19 Shelves full of delicate crystal goblets appear behind the party; the goblets begin to fall off, shattering to the floor below
20 Rainbow appears in any location, glowing brightly in the darkest of rooms

Encounter Key: The Spider Ship of Lilth

Special note (all Decks):

S (Storeroom): These rooms are located throughout the ship and contain supplies and plunder. They are haphazardly piled with a large variety of items. Many are crated and packed, and most are fastened down to prevent damage when traveling. If the characters search, they find many of the following items: dried meats, cloth, bales of hay, barrels of gruesome pickled items, tuns of wine, metal machine parts, and many totally unrecognizable items. There is a 1 in 6 chance per turn of searching that the party will find something worth 100-1,000 gp, either a small statue or piece of jewelry. No more than three such items may be found in any single storeroom.

Deck A

1. Matron's Chamber

The stairway ends in a 20-foot-wide doorless arch which is carved with many convoluted knobs and protrusions to give the effect of a lip and teeth. Inside the room beyond the arch, behind a desk much too small for her, sits a Type V demon. The desk is littered with papers.

Note that the sounds of combat in this area will bring the demon's assistant from room #2 (below).

The demon acts as the matron for Lolth's palace. She is required to take the names of all who enter and have them sign in the ledger. When a party enters, she speaks in the Common tongue, assuring the group of her harmlessness despite her fearsome appearance. She then invites the visitors to wait in the chairs around the room. However, there *are* no other chairs; the quasits have stolen them. Next, she asks the PCs to sign the ledger—but will not be able to produce it. She throws papers around the room in search of it. Finally she asks the party to wait while she gets the ledger.

The matron does not know why it is necessary to sign in. She is too chaotic to think it worth the trouble of doing, but fears Lolth enough to obey her commands. She gives no useful information concerning Lolth, and if harassed about things she cannot (or does not care to) answer, she is likely to attack. If in danger of dying, the demon flees to room #2 and tries to *gate* in assistance (though she will *never* call upon Lolth herself, nor upon any demon prince who is rival to her mistress).

If the PCs decide to leave while the demon is absent looking for the ledger, they will be considered intruders in the ship. The demon will sound the alarm; check for encounters every 2 turns instead of every hour, and all creatures attack on sight. If the characters wait for her, however, she returns in 15 rounds with the ledger, insists that they sign it, and then escorts them past the hill and frost giant guards with announcements of "The envoys of (RF) to see Her Wondrousness, Lolth!" No creature will attack an escorted party. When the demon arrives at room #13, she announces the party as "entering the presence of Her Imperial Majesty, Ruler of Lands Near and Far, Mistress of the Kingdoms Above and Below the Earth, Her Noble Highness Lolth, Queen of Spiders." She then *teleports* back to her station.

Matron (Type V Demon): hp 42; XPV 3,504

2. Matron's Assistant

Standing near the center of the room is a 10 HD roper on watch in case the matron (room #1) has any problems with visitors. It will move to that area upon hearing the noise of combat. The only furnishing in the room is an overturned chair and a metal voice tube on the wall.

Roper: hp 51; XPV 4,164

3. Servants' Quarters

This room is furnished with a table, stools, three piles of dirty straw, several battered pots and bowls, and assorted armor and weaponry. Three bugbears are at the table casting bones (dice). These creatures are servants to the matron and are supposed to cater to her wants and needs. They are an uncontrollable group, and immediately attack any characters who interrupt their business. Clubs and swords are on the floor near them. On the table in front of them are 75 gp. The door to room #4 is bolted and braced shut with a chair.

Bugbears (3): hp 25, 23, 20; XPV 235, 227, 215

4. Servants' Quarters

This room is foul and odorous, and the lighting has been turned off in here, making it almost pitch dark. A troll stays here when not working as servant to the matron. It is feared by the bugbears and uses this fact to keep from being disturbed. It has no treasure.

Troll: hp 36; XPV 938

5. Storeroom

Although a rather large room, the number of shelves and boxes found here make the area much smaller than normal. There is a recently-killed quasit in front of the door and another body may be found in a pile of boxes. There are four other quasits hiding in the room. They will not reveal themselves unless they are about to be discovered, in which case they try to attack by surprise.

A variety of foodstuffs are in the boxes and on the shelves. These include sacks of grain, hanging meats, unusual metal canisters (canned food), barrels of dried fruit, and casks of vinegar and honey. All of it is in good condition, and characters may assemble packs of standard rations. Six stools (from room #1) are piled in a corner.

Quasits (4): hp 4 each; XPV 337 each

6. Guard Station

This spacious room is littered with broken furnishings, once of great value; most are wood. (These items are periodically collected by manes to be burned in the furnaces.) Standing near the top of the stairs is an ogre guarding the entrance to the lower levels. He carries a wooden club, his only item of any value at all.

Ogre: hp 25; XPV 215

7. Giants' Quarters

In this room are beds, chairs, a table, and two locked chests. All of this furniture is oversized, made for use by giants. The room is the quarters for the two hill giant guards in room #8. Any loud noises from this room will bring the giants to investigate. The two chests are untrapped, but 10 battered bells are nailed inside the lid of one, and these will alert the guards if the chest is not opened with caution. The chests contain a total of 10 rocks, 20 broken bones, one iron kettle with a hole in it, a sack of very hard biscuits, a few evil-smelling rags, and 2,000 loose gp.

8. Guard Station

Two hill giants in scale mail armor stand guard here, one to either side of the double doors. They will immediately attack anyone not accompanied by the matron (room #1) except demons and drow. They are armed with clubs and will defend the doors until dead. They have left all their treasure in their quarters (room #7).

Hill Giants (2): hp 43, 36; XPV 1,916, 1,832

Deck B

9. Guard Station

Two frost giants stand to either side of the double doors leading to room #13. They will not bother demons, drow, nor any characters accompanied by the matron (room #1), but attack everyone else. They will fight to the death. They have left all their treasure in their quarters (room #10).

Frost Giants (2): hp 51, 50; XPV 2,964, 2,950

10. Giants' Quarters

A large bell is attached to the inside of each of the doors to this room. Either will sound, alerting the frost giant guards (room #9), if not opened with care. If alerted, the guards arrive in 1 round.

The room is noticeably chill and damp. It is furnished with oversized chairs and beds, and there are shelves on the wall about 12 feet from the floor. Upon these shelves (unseen to man-sized visitors, due to the angle) are three gold jeweled cups (1,500 gp each) and a *dagger +1* in its sheath. Under the beds are two 10-foot-long blocks of ice (in tubs), slowly melting. Giant-sized weapons hang on pegs near the doors.

11. Storeroom

The main section of this room is similar to other storerooms throughout the ship. It has shelves and crates and boxes loaded with furs, tools, mechanical parts, statuary, weapons, food, paintings, and other items. The rear of the room contains bales of hay and grasses. Lurking in these piles are two giant spiders who will attack if the piles are approached. Although some of the statuary in this room is of value (up to 3,000 gp worth), the pieces will not survive transportation unless carefully packed.

Giant Spiders (2): hp 17, 13; XPV 400, 380

12. Storeroom

This room has a strong animal odor, and contains livestock for the meals of the giants and ogres on the ship. There are 25 cattle and 15 oxen loose inside. Along the outer wall is a watering trough, and loose straw covers the floor.

13. The Court of Lolth

The floor in the center of this area is gray lead flooring. The perimeter, 20 feet wide, is swirled marble, and the pillars about the room are smooth marble. The walls are adorned with mosaics of a colorful jungle swamp inhabited by an unfamiliar race of arachnoid humanoids. The far wall is set with doors, one every 10 feet. All are wooden with brass bindings, all identical in appearance.

In the center of the room stands a gigantic black spider with two dark humanoid arms. A compellingly attractive female (drow) head protrudes from between the many spider eyes. (The image seen in the drow Temple of the Fane, at the end of Chapter 12, was nearly identical to this.) This is Lolth, Queen of Spiders.

As the PCs enter the room, she speaks. "Welcome to our home, little ones. You have

done very well, so far—but only against our puny minions. Nevertheless, you force us to dispose of you personally." And with that, she starts casting a spell.

DMZ *(Dispel Magic Zone):* The 30-foot-square area directly beyond the doors has a *permanent dispel magic* cast upon it, at 16th level magic use. This has a 70% chance of destroying any potion that enters it, and standard chances of destroying any other magical effect, whether cast here or previously cast and currently in effect on some item or person entering this area. Magic cast outside of the Zone and directed at some target also outside the Zone is not affected, even if the Zone lies between the two.

If any PC casts a *dispel magic* directly at this Zone, that may remove the *permanency*, thus destroying the *DMZ*. The level of magic use is again 16th.

L. Lolth: In the center of the room stands a *phantasmal force* of Lolth, controlled by the demoness herself from area 14. After its opening speech, the image begins moving as though it were casting a spell. If attacked, the image reacts in an appropriate manner (under the real Lolth's control). Lolth will maintain the image for as long as convenient. Players must declare disbelief before being allowed a saving throw (vs. spells) against the effect. NPCs may save as soon as they see the image, but at −8, as Lolth is expected. If everyone believes and tries to close on the illusion, the image leaps away and flees to one of the doors in the far corners of the room (preferably the left), apparently escaping.

14. Spy Room

From this 10′ x 10′ compartment, the true Lolth has been observing the party's progress. In drow form, she listens to their encounter with the matron (Deck A, room #1) through a voice tube, which hangs from the ceiling here. Before the PCs arrive at room #13, she casts two spells (*ventriloquism*, *phantasmal force*) and controls them by way of a small spy hole (set at eye level in the door to room #13, undetectable unless the PCs are close enough to search for it). She concentrates on the magic until no longer believed, or until she causes the illusion to flee, and then slips out of the opposite door to retreat upstairs via #17.

15. Hallway

This hallway is unlit. The air is warm and humid and there are large puddles of water on the floor, coming from under the wall that connects with room #15A. This wall is actually a *permanent illusion*. It will not disappear if touched, but can be penetrated if successfully disbelieved, or more simply if the (unlocked) illusory door in its center is opened. PCs cannot see through it in any event unless it is *dispelled*. The black dragon in room #15A knows of this illusion, and may attack through it, gauging its attacks by careful hearing. It will try to attack by surprise before the door is opened.

15A. Chamber of the Wyrm

This room is dank and unlit, and is filled with the odors of decaying vegetation. Near the far wall of the room is a young adult black dragon (no speech nor magic use). It is not sleeping. Lolth permits this pet of hers to keep a small amount of treasure to play with, which it piles around its tail. The treasure consists of 10,000 cp, 400 sp, 600 gp, three gems (1,000 gp each), a bejeweled buckle (9,000 gp), and three *potions of healing*.

Black Dragon: HD 7; hp 28; XPV 794

16. Hallway

This hallway is lit and the air is very cold. All of the walls except the one between the hallway and room #16A are coated with frost. The floor is slushy, and care must be taken

when walking on it. The wall and (unlocked) door to room #15A is a *permanent illusion* (see hall 15). The white dragon in room #16A knows of this illusion, and (as the black) will attack through it with surprise, if possible.

16A. Cold Chamber

The air in this chamber is very cold and crisp, and frost covers the walls. Great icicles hang from the ceiling, and mounds of snow and ice fill the corners. In the center of the room rests a young adult white dragon (no speech nor magic use). It is not asleep. Lolth allows this pet to keep a small amount of treasure to guard: 10,000 cp, 10 gems (10-100 gp each), two *potions of extra healing*, and a *potion of flying*. Should loud noises of fierce combat occur in this room, there is a 10% chance per round that 1-4 icicles will fall from the ceiling (random targets, THAC0 16, Dmg 2-12 each).

White Dragon: HD 6; hp 24; XPV 619

17. Stairs Up

At each of the two steps shaded on the map, Lolth has placed a *glyph of warding* (each inflicting 32 points of damage, save vs. spells for half). The first is electrical, and a victim in metallic armor (magical or not) must save at −2. The second is fire, aimed so that half damage is inflicted (save for one-quarter) upon all within 5 feet of the initial victim (who takes normal damage).

18. Guard Station

Four ogres stand guard near the top of the stairs. They attack all humanoids except drow and any others escorted by demons or salamanders. The ogres apparently live here amidst the litter of broken weapons, wire, mounds of furs and straw for bedding, open crates, noticeable near the stairs, and there is a tinge of smoke in the air. A layer of soot covers the floor.

Ogres (4): hp 25, 20, 20, 14; XPV 215, 190 (x2), 160, 755 for all

Deck C

19. Shining Hall

The entire length of this hall is unadorned and very clean. The brass-like metal here has been carefully polished, making it very reflective. The entire corridor is very brightly lit, and the images of those in the hall are reflected in the walls except at the 20-foot-wide section around the secret door (19A). This section of the wall is covered by a *permanent illusion* that hides the door to room #22. It will not disappear if touched. To open the doors, characters must reach in and find the handles by touch (unless magic such as *true seeing* is used). The other doors are normal secret doors.

20. Barracks

The floor of this room is covered with piles of dirt, straw, and furs, beside which are various weapons, except in one area where ten ogres are playing an ogrish version of ninepins. If not surprised, half of the group will try to get their weapons during the first round, while the rest throw balls and pins at the intruders (treat as thrown clubs; range 1″/2″/3″, Dmg 3-8). In the following rounds, those with weapons attack with spears and hand axes (ranges 1″/2″/3″, Dmg 3-8) while the others arm themselves. If hard pressed, the ogres retreat to room #20A. Each ogre has 2-20 gp, but there is no other treasure in the room.

Ogres (10): hp 25 each; XPV 215 each, 2,150 for all

20A. Weapons Closet

Once in this room, the ogres (room #20) slam the door shut and bar it, possibly locking some companions outside. Three rolls of 1 or 2 (on 1d6) are needed to open the door by force. The ogres in the room will have rearmed themselves by then with pole arms—half with 7-foot halberds (Dmg 3-12), a fourth with 9-foot glaives (Dmg 3-8), and the rest with 9-foot spetums (Dmg 2-7). They try to keep the party from entering the room. There is no treasure herein.

When so armed against opponents wielding shorter weapons, the ogres automatically win initiative on the first round of melee, and gain a +1 bonus to initiative rolls thereafter. As long as they keep the initiative, the ogres gain a −4 AC bonus against such melee attacks and can prevent the PCs' entry. If the party wins initiative and the ogres fail to hit on their turn, the PCs may force their way into the room.

21. Gargoyle Den

The floor of this room is covered with sand and small rocks. Six gargoyles roost on 10-foot-high ledges along the walls. They immediately attack any non-demon who enters the room. If they are being severely beaten, they try to escape through the adjacent storeroom, and then flee the ship and do not return. There is no treasure in this room.

Gargoyles (6): hp 30, 24, 24, 23, 20, 19; XPV 165 + 5/hp each, 1690 for all

22. Temple of Lolth

While the characters are opening the door hidden by the illusion (#19A), Lolth is preparing for their arrival in her temple. Here to assist her are 10 giant solifugids, 10 giant pedipalps, and two driders, one male and one female. The monsters are scattered about the outer edges of the room when the party enters; only four are in striking distance during the first melee round. The driders stay back to use their spells before entering the melee.

The chamber appears to be identical to room #13 (deck B) except that there is only a pair of doors in the wall opposite the entrance to the temple, rather than 14 single ones. However, the lead-grey center floor is actually a 10-foot-deep pool of viscous quicksand. Any character who steps onto this area falls in (no saving throw). The victim fights, defends, and saves at −4, loses Dexterity adjustments (if any), and may not cast spells. The victim sinks to the bottom of the pool in 1-4 rounds, and dies (of suffocation) in that time. A victim at the edge of the quicksand may climb out, but this takes a number of rounds equal to 1d6 + 10 minus the AC of the victim. Subtract 1 round for each person helping. If the victim hangs onto a secured rope, of course, sinking is avoided. (Note that *water breathing* is of no use, but an *airy water* spell will prolong life for 1-4 rounds, after which the character dies from dust inhalation. *Adaptation*, such as from the *necklace*, allows breathing while in the quicksand.)

DMZ *(Dispel Magic Zone):* This operates in exactly the same manner as that in room #13 (deck B), at 16th level magic use.

L: Lolth is waiting here when the party enters the room, standing on a platform which is one inch under the surface of the quicksand. She is in her spider form. When the door begins to open, she casts *darkness 15′ radius* directly in front of it. She does not advance to attack, rather staying on the platform to cast spells. She depends on her Armor Class and magic resistance to protect herself. If her hit points are reduced to 33 or less, she flees along the pathway and escapes by the double doors, heading for her lair (room #32). There is no treasure in this room.

Lolth: See Appendix A.

Solifugids, Giant (10): hp 54 each; XPV 782 each, 7,820 for all

Pedipalpi, Giant (10): hp hp 36 each; XPV 350 each, 3,500 for all

Drider Female, Angaste: hp 29; XPV 1,407;
Spells:
First level: *bless, command, protection from good*
Second Level: *hold person, resist fire, silence 15′ radius*
Third Level: *animate dead, bestow curse*
Fourth Level: *cause serious wounds*

Drider Male, Krenaste: hp 42; XPV 1,686;

Spells:
First Level: *magic missile* (x2), *reduce*, *shield*
Second Level: *invisibility, stinking cloud*
Third Level: *fireball* (x2), *slow*
Fourth Level: *fumble, ice storm*

23. Chamber of the Goat-Beast

This room is bare of any furnishings, and there are several large black smudges on the floor and walls. The door opens outwards. It has no handle on the inside, and will spring shut after anyone enters, locking with an audible click. Noise will arouse a chimera, which is sleeping in the small area beyond the partition. This chimera's goat head is much larger than usual, inflicting 3-18 points of damage. As it is centrally located, the chimera uses it to butt with (for double damage on a charge). After the first charge the monster attacks by its usual modes. If its body is searched, the PCs discover a small key around the goat neck. If this key is touched to the entrance, the door springs open. The chimera has no treasure, as this is periodically collected by others to add to Lolth's hoard.

Chimera: hp 50; normal except Dmg 1-3/1-3/1-4/1-4/2-8/3-18; XPV 1,600

24. Beds of the Yochlol

In each of the four rooms in this area lives a handmaiden of Lolth. The furnishings in any room are spartan and few—a hard bunk, a chair, a suit of plate mail, and a weapon (sword or battle axe). Combat sounds in one area bring all the others to the aid of their victimized sister, as detailed below.

Hidden throughout the rooms are several pieces of jewelry and potion bottles. There are two bracelets (8,000 gp and 5,000 gp), one necklace (5,000 gp), a jewel-studded ankle ring (4,000 gp), and one gold ring (2,000 gp). There are potions of *diminution, extra healing, fire giant strength, fire resistance, speed,* and *sweet water.* In the far corner of room B is a suit of *leather armor +1.*

A. This yochlol is in gaseous form. She tries to incapacitate characters so that her sisters may attack more effectively.

Yochlol (gaseous form): hp 33; XPV 1,605

B. This yochlol emerges from her room one round after characters enter the area. In spider form, she attacks the nearest opponent.

Yocholol (spider form): hp 43; XPV 1,705

C. One yochlol emerges from this area in amorphous form at the end of the first round of combat. She tries to attack unarmored characters.

Yocholol (amorphous form): hp 40; XPV 1,690

D. The yochlol in this area emerges in human form at the end of the second round of combat. She wears plate mail and carries a magical two-handed sword. She tries to engage armored characters.

Yochlol (human form): AC 3; hp 57; THAC0 11; Dmg 1-10 *(two-handed sword +1)*; XPV 1,845

25. Guardians of the Stair

The door to this passage stands open. Two yochlol, Lolth's handmaidens, are behind it in gaseous form. They have been ordered by their mistress to attack anyone (except herself) who tries to go up the stairs. During the first round of combat, they use their *stinking cloud* ability. Thereafter, one changes to amorphous form, attacking with its pseudopods. If reduced to 10 hp or less, a yochlol will resume gaseous form and float to room #24 to summon aid from the yochlol that live there.

Yochlol (2): hp 39, 22; XPV 1,680, 1,495

26. Barracks

This chamber is foul and dimly lit, all but one of the ceiling lights smashed. Several large boulders are piled about haphazardly; a leaking pipe sprays mist into the air, and the floor is slimy. Several rotting and shredded carcasses are piled in the corners of the room. Two ettins are here, sharpening the spikes on their clubs and arguing with each other. They will attack anyone they see except giants or demons. If they do not attack (for one of the above reasons), they can be ordered to relieve other giant guards or to guard a certain place, not allowing anyone but Lolth to pass. They will do this with great exuberance, swinging their clubs and lustily shouting moronic phrases. Each ettin has 2,000 cp and 3,000 sp on his person. Under one of the boulders are crushed gold plates worth 600 gp each, a bag of powdered gems (once worth 3,000 gp but now only useful as a spell component), and a dead two-headed snake.

Ettins (2): hp 62, 50; XPV 2,818, 2,650

Deck D

27. Main Hall

Standing 20 feet down this corridor are two 12 HD ropers, which guard the entrance to the control areas of the ship. They attack anyone not accompanied by a demon. Each has five gems in its gut (100-1,000 gp per stone).

Ropers (2): hp 79, 68; XPV 6,364, 6,188

28. Operator's Quarters

The door to this room is bolted from the inside, with no visible locks on the exterior. The door may be opened magically, or from the inside, or by rolling a 1 or 2 (on 1d6) three times in 10 tries.

The room is a highly furnished parlor, with tables, divans, stools, rugs and furs. Five curtained alcoves, half-opened, reveal lavish bedchambers beyond. The air is filled with sweet smells of incense, producing a light-headed sensation. A light-colored elf woman of fair and humble mien, standing 12 feet from the door, is one of the three succubi who inhabit this room. She immediately tries to *charm* the lead figure, and then magically *suggests* that the party stop fighting and let her tend to their wounds and ills.

While the first succubus does her routine, the other two enter from different alcoves, *shapechanged* into any appropriate form (such as dwarven slaves). They produce *charms* as often as convenient, and try to convince the PCs that they are not evil or dangerous. They may go so far as to bow down, kneel, and kiss a character's hand or foot subserviently. (One level drain per kiss, of course; you may couch the description of such effects as more light-headedness and slight weakness, relating the effect to the heady incense and not revealing the actual damage until melee gets under way). If attacked, the succubi try to *gate* assistance or, failing that, *teleport* to Lolth to warn her of this intrusion.

A few pieces of finely crafted feminine jewelry are in each bedroom. In all, there are 12 pieces: two chokers (700 gp and 2,000 gp), two earrings (4,000 gp each), a brooch (12,000 gp), three bracelets (700, 1,000, and 1,200 gp), two necklaces (800 and 5,000 gp), a comb (2,000 gp) and an anklet (8,000 gp). There are no magic items in this area.

Demon, Succubus (3): hp 45, 34, 33; XPV 2,370, 2,304, 2,298

29. Bridge

This large semicircular area has three raised platforms and eight round domed windows. All about are banks of dials, gauges, buttons, and levers. The operation of the entire ship can be controlled from this room. There is no treasure in this area. Each of the main sections

is detailed below.

There is a 1 in 4 chance per turn that the bridge will be contacted by another area of the ship through the voice tubes. A whistle is heard, followed by a muffled demonic voice coming from a tube. If characters do not answer, nothing will happen. If they do, they must be able to communicate with the speaker and answer questions, which vary from "How much coal do we have left?" to "When do we leave?" or "What's the pressure ratio of the smaller of the two upper breach governor pumps?" If questions are not answered satisfactorily, something will come to investigate. If the yochlol on Deck C (room #24) are still alive, they will come; otherwise, either the succubi (room #28) or 1-3 salamanders from the furnace rooms (Decks F or G) come to see what has happened.

If any of the levers, dials, or buttons are fiddled with, roll 1d20 to find the effect. If any result other than "nothing happens" is obtained, 1-4 salamanders arrive on the bridge in 1-3 turns.

1-15	Nothing happens
16-17	Sparks fly, grinding noises are heard
18	The entire ship lurches, then rights itself
19	The ship walks forward 10 feet
20	Explosion; all within 10′ of the console take 3-30 points of damage (no saving throw)

A. Central Platform: This area is 3 feet high and enclosed at the top by a brass railing, except for a break at the rear where a short, steep stair gives access to the top. A massive unpadded swivel chair dominates the center, flanked on either side by smaller chairs. Three control consoles are in front of these chairs; each holds 12 voice tubes similar to others found throughout the ship. The only other features of the central console are six gauges. The two side consoles each have six gauges and three levers.

B. Secondary controls: This 3-foot-high platform holds three consoles and five chairs. Though smaller, these consoles are similar to those found on the central platform. These are the emergency backup controls, and (if handled by a trained operator) will perform the same functions as those on the central console. A railing encloses this platform except for a short stair near the door.

C. Monitoring station: This 3-foot-high platform is enclosed, as the others, by a railing. There are no chairs or free-standing consoles on it; instead, the walls are lined with large box-like panels set with gauges, lights, and dials. These monitor and control the various functions throughout the ship. Some give information about the steam pressure in various pipes, fuel consumption, furnace temperatures, lighting, and other aspects of the ship.

D. Observation ports: By each hemispherical window sits a swivel chair, bolted to the floor. Directly above each chair, halfway up the dome, are more windows. The ports allow a commanding view of the surrounding plain.

Deck E

30. The Kennels of Lolth

Along the curved walls of this chamber are a number of cages, all of which stand open and empty. In the corners of these are bones, refuse, and watering troughs half filled with scummy water. Here Lolth keeps various pets she uses for special missions. Roaming about the room and perched on the tops of cages and on the floor are eight harpies. They immediately raise their calls when anyone but Lolth or the yochlol enters the chamber. If they succeeed in *charming* victims, the harpies try to lock them in the cages to be tortured at a later time. Should they fail to *charm* the party by singing, the harpies attack and try to *charm* by touch.

Hidden in the filth are 1,000 ep, eight pieces of jewelry (two 100 gp necklaces, four 900 gp armbands, and two 5,000 gp crowns), a *potion of clairvoyance, potion of healing*, and three scrolls (one of *find familiar* and *ice storm*, one of *dispel magic, dispel evil*, and *protection from evil*, and one of *sanctuary, spiritual hammer, cure blindness, glyph of warding*, and *heal).*

Harpies (8): hp 21 each; XPV 208 each, 1,604 for all

31. Lolth's Ladies-In-Waiting

Tapestries cover the walls, the floor is deeply covered in rugs and furs, and a silver candelabra lights this elaborately decorated room. In the center of the room, reclining on two couches, are two yochlol in the forms of beautiful human women wearing silken gowns. They do not attack unless the party is obviously hostile or rude, in which case one assumes spider form and the other gaseous form. If the party appears to be hurt or wounded, the yochlol offer potions of healing. These are actually *potions of delusion.* Any character drinking one feels healed for 4-10 points, but actually has gotten no better.

If the yochlol are questioned, they claim that they are captives of Lolth, imprisoned for her cruel ends. They are able to show scars and bruises as proof. They know the location of Lolth's lair (room #32) and will give accurate directions to it. They also warn the party not

to remove any of the furnishings from her chamber, since Lolth has planted all manner of hideous magical and mechanical traps against the thieving quasits. Hidden in the vanity tables of the yochlol are six pieces of jewelry (worth 700 gp, 800 gp, 1,200 gp, 3,000 gp, 7,000 gp, and 8,000 gp), three *potions of delusion*, and one *potion of stone giant strength).*

Yochlol (2): hp 45, 33; XPV 1,725, 1,605

32. Lolth's Lair

The opening to this room is covered by a pair of closed curtains. Before any intruders arrive in this area, Lolth casts several spells in preparation (assuming she knows they are coming, which is almost certain), as detailed below. This procedure may be modified somewhat if she is closely pursued.

A. Set at eye level in the wall is a peephole, from which doors and corridors can be seen.

B. On the floor outside the curtains, Lolth has cast a *glyph of warding* (fire) which will explode (Dmg 32) when someone touches the area. On the curtains she has cast a *fire trap* (Dmg 1d4 + 14) that will trigger if the curtains are opened. Saving throws apply to each trap.

C. If she has any *silence 15' radius* spells left, Lolth casts them at these points 1-6 rounds before the party arrives.

L. Lolth is at this position, in drow form, when the PCs arrive. She has cast the following spells on herself: *resist cold, resist fire, shield, protection from good, globe of invulnerability.* Scattered about the room with her are five solifugids. Positioned on the ceiling and walls are any spiders she has *summoned* (see Appendix A), and standing near the curtain are any demons she has *gated.* She has *healed* herself of any wounds she has sustained from previous encounters (such as room #22).

The room is a lavishly appointed chamber, as befits a queen. There are tables, a bed, a throne, elaborate candelabras carved with demon faces, and many small curiosities taken from myriad worlds. Most of the furniture is gilded, bejeweled, and draped with expensive cloths; everything in the room is obviously of value. Small objects (the size of a book or crystal ball) are worth 1,000-2,000 gp each, while the largest pieces of furniture are each worth 15,000 gp. Two of the smaller objects (on opposite sides of the room) have *Leomund's trap* cast upon them; otherwise nothing in the room is dangerous. The total value of all the objects in the room is 60,000 gp. Each item must be packed carefully to avoid damage while traveling. If this is not done adequately, characters will discover (when unpacking) the the item has been damaged, reducing its value by 70%.

If the combat should go badly for Lolth she flees, passing through room #33 to wait for the party in room #34.

Solifugids, Giant (5): hp 54 each; XPV 782 each, 3,910 for all
Lolth: See Appendix A.

33. Treasure Chamber

This room would delight the heart of the most avaricious person in the world. A narrow 5-foot-wide pathway connects the two doors, but other than in this space the floor of the room cannot be seen. It is covered with mounds, piles, stacks of coins of every kind! Gold, silver, platinum, copper, electrum, and metals unknown to the party fill the room, pressed into strange shapes and sizes. The four corners of the room are piled with coins to 8 feet high. If the party stops to gather coins, the DM should (somberly) allow them to collect as many as they can carry, of any kind they please. However, many of these are the coins of Chaos, and these (and others) are made of substances which cannot exist on the Prime Material Plane. When the characters return to their own plane, they will discover that 99.5% of these coins have melted away in vapors, their existence being impossible anywhere but in the Abyss.

34. Hall of Mirrors

Unless Lolth survives to flee to this room, the door is unlocked. If locked, it can be broken down only by 36 points of combined strength, the procedure requiring a full turn.

The room is made of marble, a type that twists and glimmers in unusual patterns. Three features dominate the room. The first is a group of four statues of knights in armor in the center of the room; each wears a two-handed sword and holds a lance that almost touches the 15-foot ceiling. Secondly, piled on the floor in front of the statues are a large number of branches. Finally, the back wall of the room has four mirrors hung on it, reaching almost from floor to ceiling. Each mirror only dimly reflects the light of the room.

Lolth is standing in drow form in the center of the group of statues. If needed and still able to, she has *healed* herself. She casts *sticks to snakes* on the branches (if possible) as the party enters.

The statues are magical. Lolth animates each by pressing a hidden stud and saying the command word. When this is done, each statue comes to life and serves Lolth faithfully. Any damage suffered by a statue before it is animated is healed when it comes to life. Once destroyed, a statue collapses in pieces on the floor.

Animated Statue (4): AL N; INT Non; SZ L; MV 9"; AC 0; HD 6; hp 45; THAC0 13; #AT 1; Dmg 2-12; SD unaffected by fire, cold, or electricity; XPV 570 each, 2,280 for all
Lolth: See Appendix A (modified for events, of course).

If necessary, Lolth assumes spider form and melees with the PCs. If they prove too strong for her, she escapes through one of the mirrors. She leaps toward one (chosen at random) and actually passes through it. When she passes out of sight, the mirror shatters into hundreds of pieces.

The mirrors are *gates* that will send creatures passing through them into other planes of existence. If no specific plane is thought of, a mirror will send a being passing through it to that being's home plane. A user may mentally picture a familiar (*i.e.* previously visited) plane while passing through the mirror, in which case that plane becomes the destination. Any use of a mirror uses one charge per creature transported. One mirror (which Lolth uses) has one charge; the rest have 2-8 charges each. Whenever the last charge of a mirror is used, it crumbles and becomes worthless. These mirrors may not be removed from the walls, and attempts to do so result only in their destruction. Only a *wish* will reveal the destination of the last creature to pass through such a mirror.

The following items are piled in the dark corners of the room: *plate mail of vulnerability, wand of negation* (35 charges), *chime of opening*, and a *longsword +2, giant slayer* (no special abilities).

35. Torture Chamber

At present this room is unoccupied. In it are a vast number of terrifying devices—iron maidens, racks, cauldrons of bubbling oil, tongs, hooks, whips, chains, wheels, spikes, branding irons, saws, clamps, and a charcoal pit with a spit. The air is flled with a heavy, smoky smell. All of the equipment appears to be in good condition and recently used.

36. Prison

The door to this room is locked; there is a small barred window at shoulder height. Moans and cries are heard through the door. Inside, five humans and two elves can be seen shackled to the wall. They appear to have been horribly tortured. The lock may be picked; a cumulative total of three rolls of 1 (on 1d6) must be rolled to force it open. Once in the room, the PCs find two dwarves and

seven more humans shackled out of sight of the door. All of these people speak different languages, though they have managed to teach each other a few common words. They are all unable to walk without assistance, and are not able to help in any sort of combat. If some means of questioning the prisoners is found, the only information they can give is that Lolth lives at the far end of the passage (room #32).

Notes on Decks F and G

As characters start down the stairs to these decks, they feel waves of hot smoky air coming up from below. The vibrations in the floor become more pronounced and the noise from the machinery is extremely loud. Once on these decks, characters will find it almost impossible to communicate. Conversations must be shouted, and even then the sound will only carry for 6 feet. You may wish to enforce a "no talking" rule on all players whose characters are not within that range of each other.

The following notations apply to both decks F and G.

B. Boiler: The boilers appear as great metal tanks atop pedestals. Massive pipes lead from each, connecting them with other pieces of machinery. On the sides of the boilers are large dials marked in white, yellow, and red and lettered with unknown symbols. Beside each dial, mounted on a pipe, is a steam whistle—a tube with an odd hole in it, upon which is attached a lever with a cord. If a cord is pulled, the whistle emits a screeching blast and spews hot steam at the individual (Dmg 2, no saving throw).

Near the front of the boiler are three small doors mounted in the pedestal. They are always open, with flames leaping out of them. Stoking the fires are 1-2 manes, feeding coal to the proper places. They are armed with shovels but will not attack unless attacked.

Manes (1-2 per boiler): hp 6 each; XPV 24 each

C. Coal Bin: The walls are lined with heavily bolted narrow doors. Behind many of them are piles of coal that the manes scoop into the fires. If any of the doors are unbolted and opened, coal cascades out. Each person within 10 feet of the opened door must save vs. breath weapon or be buried under this avalanche. Buried victims take 1-4 points of damage, and must be dug out (2-6 rounds each), as they cannot move themselves.

D. Dynamo: These great black box-like things are covered with many dials and switches. Part of the insides of these units may be seen as a jumble of wires, flashing lights, and whirling rotors. Intermittently, sparks fly out into the nearby area.

M. Machinery: These sections are enclosed by solid walls, accessable only through small doors. Inside are great moving gears, driving pistons, and thumping cogs. There is almost no space to move through these areas while the machinery is operating. Anyone trying to move through an operating machinery area suffers 6-60 points of damage per round (no saving throw) from the moving parts.

T. Turbine: These convert steam to motive power. The sound of these turbines is an earsplitting whine. Near them, the deck vibration is at its greatest. Bursts of live steam spit from them, possibly striking those within 10 feet (1 in 6 chance) and inflicting 1-4 points of heat damage (no saving throw).

Deck F

37. Mandible Control Room

At the top of a short flight of stairs is a booth with large glass windows. Inside are two salamanders, who are busy watching the controls. They will not notice intruders (unless they are attacked) until several minutes have passed.

Salamanders (2): hp 47, 41; XPV 1,295, 1,235

The control room is lined with many consoles and boxes covered with wheels, levers, buttons, dials, gauges, and speaking tubes. These controls are used to operate the front mandibles of the ship and to monitor the boiler and machinery that operate them. Only a trained operator could hope to work these controls properly. If any character handles any of the controls, one of the following results occurs (roll 1d6). Three salamanders from room #38 will come to investigate the cause of any disturbance, arriving in 1-3 rounds. Hidden in a brass cabinet in one corner of the control room are 5,000 gp.

1. Four dials start reading in the red, and alarm bells ring.
2. A heavy rumbling is felt through the floor.
3. A hidden whistle shrieks.
4. A crashing, crushing noise is heard and felt through the floor.
5. A squealing shriek of metal is heard, and levers move by themselves.
6. All dials jump to the red, and clouds of steam spray from the boiler and turbine, inflicting 2-20 points of damage (no saving throw) to each person within the spray (3 in 6 chance each).

Deck G

38. Engine Control Room

From here, four salamanders watch over the operation of the entire engine room. There is a 40% chance that one of them will notice any visible intruder in the area. Once an intruder has been spotted, the salamanders leave the control room to attack. If a party manages to approach to within 30 feet of the control room without being noticed, the salamanders see them at that point (even if invisible, the intruders then being revealed by occasional gusts of steam). They take 3 rounds to react and reach the intruders.

The control room may be reached by two ramps on either side of it. Inside, the walls are lined with control panels of switches, blinking lights, barometer-like tubes, speaking tubes, wheels, and cranks. In the back wall is a small window, looking out over the desert plain. About the room are four sets of pipes, set at odd angles and bent in many directions, which apparently serve as chairs for the salamanders. High along the walls are several large pipes.

Salamanders (4): hp 56, 52, 39, 37; XPV 1,385, 1,345, 1,215, 1,195

If the pipes along the walls are damaged or broken, sticky web fluid sprays throughout the room. This acts as a *web* spell in the area. When enough has been released, it begins to run down the ramps, making them very sticky and impossible to cross. There are great reservoirs of this fluid, and the supply is adequate to coat one-third of the floor of the whole engine room.

If any character handles any of the controls, one of the following results will occur. If any result affects the entire ship, Lolth and her guards will personally come to determine what the problem is, arriving in 9-12 rounds.

1d10	Result of Handling Controls
1	Explosion in the boiler room, rocking the entire ship.
2	Call from the bridge demanding to know what the problem is.
3	Burst of steam in the control room (save vs. breath weapon at −4, Dmg 6-36).
4	Ship twitches violently.
5	Lights go out all over the ship.
6	All machinery slows, and stops for 2-5 rounds.
7-10	Nothing happens.

EPILOGUE: Fate of the Queen

Following their sojourn in the Demonweb pits, any of several fates may await the player characters, depending on the results of their attempts.

A. *The characters perish in the Demonweb Pits.*

Should the characters die in their battle with Lolth, they obviously fail in their supposed mission to track down and defeat the source of the evil in Sterich. Lolth will succeed in weaving her bridge between her abysmal plane and Oerth, with the following effects:

The black bubble that has engulfed Istivin becomes transparent 1-10 days after Lolth weaves the gateway between the worlds. Individuals may move freely between the inside and outside of the bubble.

The interior of the bubble is lit by a dim, violet light, regardless of day and time. Creatures affected by sunlight are then able to come and go without ill effect.

The native populace of Istivin is gone, enslaved by Lolth's forces and either moved to another world or the Abyss, or given as gifts to those houses in the Vault of the Drow loyal to Lolth.

A silvery gateway, similar to those that link Lolth's Demonweb with the other planes, appears in the audience chambers of the Earl's citadel. This silvery gateway only allows those to pass through that have previously passed out of the Demonweb, keeping invaders out. The portal's location on the Demonweb is just to the right of the portal to Lolth's spider-ship. The only way to Lolth's plane is through the gate in the Fane of Lolth.

Lolth's spider-ship returns to her plane, filled with the swag looted from Istivin, including the nation's ruler (His Magnitude, Earl Querchard) kept as a personal minstral.

Those entering the dark bubble that surrounds Sterich find a blasted land filled with servants of Lolth—spiders, drow, bugbears, driders, shadows, vampires, and undead. These forces suffer no disadvantage under the dome, and in addition, the lack of light makes the area a haven for evil human and humanoid troops (including orcs, goblins, and of course the giants), who flock down into Sterich is search of plunder. Only a heavily armed force would be able to reach the Citadel of Istivin.

The bubble continues to grow over time, at a rate of 1 mile per week, so that in a year the bubble will expand two hexes in all directions. Lands that come under the sway of the dark hemisphere are pillaged by the forces within, who rarely venture beyond the bubble's expanding limits.

The above situation continues until Lolth is slain, and her hold over her ship, her plane, and the gateways into other worlds is totally broken. Players who want their characters (presumably new ones) to go after Lolth again must pass through the open *gate* at the Vault of the Drow.

Should the surviving player characters in the campaign seek to avoid Sterich, Lolth, and her conquests like the plague itself, the situation will continue, with Keoland troops trying to keep order in the area, for two game years. By the end of that time, opposing forces of good (both lawful and chaotic), powerful druids, and even (secretly) followers of Iuz the Old will band together and, wielding powerful magics and invoking great powers, drive Lolth's creation from Oerth. Of course, following the destruction of Lolth's magic (leaving Lolth herself snug on her plane and unharmed in this case), the land will remain a blackened, burned land, ripe for bandit-kings and petty tyrants to assert their rule.

B. *The characters defeat Lolth, but she escapes through one of her mirrors.*

When Lolth passes through one of her mirrors, she is abandoning not only her spider-ship, but the Demonweb itself. Both begin to break up, returning to the elemental Chaos of that particular plane, with the portals sealed off and Lolth's armies on the other planes cut off from further reinforcement.

Lolth has prepared a bolt-hole in another plane of the Abyss, ruled by another demon lord who in the past became indebted to her (choose one of the many such evil creatures set forth in *Monster Manual* or *Monster Manual II*). Once there, of course, her demonic rescuer will not hesitate to pay her back for all slights real and imagined incurred upon him over the millenium. Lolth is reduced to a miserable status, and plots her revenge against those that brought her low. She does, however, eventually return to rule her own plane of the Abyss, such as it is—a mass of total Chaos, requiring years of toil before regaining any sort of status.

The characters who defeated but did not kill Lolth will, starting about 6 months after the adventure, have one encounter a month that is Lolth-related. These will not be major encounters, as Lolth's power is greatly reduced, but are sufficient to indicate that the demoness holds a warm spot in her heart for the characters. Examples include the following.

An outdoor evening encounter is a hunting pack of 12 huge (wolf) spiders.

A Type I Demon suddenly appears at the character's inn, teleporting onto the dining table in the middle of dinner.

A drow hunting party (patrol, either all-drow or mixed, tries to kidnap members of the group. The party has been sent by the houses of Kilsek, Noquar, and Despana, whose power has been weakened by the flight of the Spider Queen and seek to restore their (temporal) power by offering the offender up as sacrifice in the Great Fane of the Egg of Lolth.

A box arrives for one of the player characters, containing five live black widow spiders (hp 1, AC 10, poisonous).

A character is victim of a human agent of the drow, a magic-user or cleric assigned to tail the group and cast malefic spells on them *(curse, cause disease, poison)* without engaging in open conflict.

This type of behavior continues for ten years, or until the characters (or Lolth) are slain.

C. *Lolth is slain on her home plane.*

If Lolth is killed in the final encounter with the PCs, the ship and Demonweb break up as noted above, and the gateways to the various planes (including the passage from the Great Fane in the Vault of the Drow) are severed. Lolth loses her title to this plane of the Abyss, and her soul is lost in its Chaos. Perhaps she can escape, weeks or centuries later, but with the status of a mere Demi-goddess (at best), rather than Lesser. It will be a long time indeed before she regains any sort of position of real power in the demonic hierarchy.

In the Vault of the Drow, Eclavdra and house Eilserv easily reduce the power of the other rival houses, as the clerics of Lolth regain no spells of 3rd or higher level. The conflict leaves house Eilserv greatly weakened, and it will be some time before Eclavdra and her Elder Elemental God gather sufficient power to challenge the people of the kingdoms bordering the mountains.

Sterich will be unharmed by its time under the impassable dome, for its wise and just ruler has let cooler heads prevail, and with Lolth's death her plan to invade the area dissolves light dew on a spider's web. The mage from Keoland, Lashton, takes full credit for the safe recovery, but the wiser sages (such as Algorthas and Randos) know who is truly responsible for the defeat of Lolth's schemes, and are well-disposed to the characters in the future—perhaps to the point of calling attention to the fact when King Kimbertos Skotti of Keoland is seeking to assign new lands to adventurers willing to tame the wilderness....

Here ends the adventure of the Queen of Spiders.

APPENDIX 1: The Queen of Spiders

Lolth (Demon Queen of Spiders)

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: −10 (−2)
MOVE: 1"*9" (15")
HIT DICE: 16 (66 hit points)
% IN LAIR: 25%
TREASURE TYPE: Q x5, R, X x3
NO. OF ATTACKS: 1 and 1 (1 or 2)
DAMAGE/ATTACK: 4-16 + poison and webs (By weapon type)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 70%
INTELLIGENCE: Godlike
ALIGNMENT: Chaotic evil
SIZE: L (M)
PSIONIC ABILITY: 266
Attack/Defense modes: All/all
LEVEL/X.P. VALUE: X/12,470 (material form) or 124,700 (for destroying permanently)

S 21 I 21 W 16 D 21 Co 21 Ch 3*

* Ch 23 in Drow form

The demoness Lolth is a very powerful and feared demon Lord. She usually takes the form of a giant black widow spider when she is on the Prime Material Plane, and she sometimes assumes this form on her own plane (of the Abyss) as well, but she also enjoys appearing as an exquisitely beautiful dark elf (statistics in parentheses above). Little is known about her aims, and only the fact that the drow worship of Lolth brings her to the Prime Material Plane permits the compilation of any substantial information whatsoever.

Lolth enjoys the company of spiders of all sorts—giant species while in her arachnid shape, those of normal, large and huge, and giant species while in her humanoid form. She is able to converse with all kinds of spiders, and they understand and obey her unquestioningly.

Although the Queen of Spiders has but 66 hit points, her high armor class prevents most damage, and she is able to *heal* herself at will, up to thrice per day. As Lolth enjoys roving about in one form or another, she will seldom be encountered no matter what the plane, unless worshippers have invoked her to some special shrine or temple.

In the form of a giant spider, Lolth is able to cast web strands 30 feet long from her abdominal spinnerets which are equal to a *web* spell with the addition of 1-4 points of damage per round (per victim) due to a poisonous excretion upon the strands. During the same melee round she is able to deliver a vicious biting attack for 4-16 points of damage plus death if the victim fails to save vs. poison at −4. In her humanoid form, Lolth uses weapons common to drow (magical short sword, dagger, and hand crossbow, the first two likely made of drow adamantite of +5 enchantment).

As a giant spider, the demoness can use the following powers, once per melee round.

At will:
comprehend languages
confusion
darkness, 15' radius
dispel magic

Twice per day:
phase door
read magic
shape change

Once per day:
gate (66% chance of success)
01-45 Type I demon
46-80 Type II demon
81-00 Type III demon
summon spiders
01-20 9-16 large spiders
21-50 7-12 huge spiders
51-90 2-8 giant spiders
91-00 1-4 phase spiders
teleport without error
tongues
true seeing

In her humanoid shape, Lolth is a level 16/14 Cleric/Magic-User with commensurate abilities. However, she is then unable to wear armor of any sort, and her psionic powers (see below) are not useable.

Lolth is unaffected by non-magical and silvered weapons, and cold, electrical and gas attack forms inflict only one-half damage. Acid, poison, and *magic missile* spells (assuming failure of magic resistance) affect the demoness normally. Lolth is especially susceptible to holy water, taking 6 points of damage from a splash and 6-21 points (3d6+3) from a direct hit.

The visual range of the demoness extends into the infrared and ultraviolet spectrums to a normal distance of 120 feet. Lolth has limited *telepathy*, as do demons in general.

Ability score notes

Strength: When in humanoid form, +4/+9 to hit and damage (respectively).

Intelligence: 97% chance to know a magic-user's spell, minimum of 13 spells per level. Unaffected by *illusion/phantasm* spells of 1st through 3rd level.

Wisdom: Bonus spells +2 1st level, +2 2nd level

Dexterity: +4 reaction/attack adjustment, −5 defense adjustment.

Constitution: *regenerate* 1 hit point every 5 turns.

Charisma (in drow form): +60% reaction adjustment, +90% loyalty base; *Awe power* at will, to 8 HD (any creature or character of 8 HD or less is *awed* by the sight and presence of Lolth as a drow, and is unable to initiate any action other than physical defense). This works through *any* control up to and including a *magic jar* spell.

Saving Throws

All gods and demigods (Lolth included) have a saving throw of 2 in all categories *(i.e.* they will only miss a save by rolling a 1). This is in addition to magic resistance, of course. All saving throws are unchangeable regardless of magical aids and/or adjustments.

Spells

The following is a list of suggested spells for Lolth, provided for the convenience of the DM. If they are altered, remember to to modify Lolth's attack and defense strategies as presented in the adventure.

Cleric Spells (as 16th level)

First Level: *cause fear* (x3), *protection from good* (x2), *resist cold, sanctuary* (x3)
Second Level: *hold person* (x5), *resist fire, silence 15' radius* (x3)
Third Level: *continual darkness, dispel magic* (x2), *glyph of warding* (x4)
Fourth Level: *cause serious wounds* (x5), *sticks to snakes*
Fifth Level: *flame strike* (x3), *slay living* (x2)
Sixth Level: *blade barrier, harm* (x2)
Seventh Level: *unholy word*

Magic-User Spells (as 14th level)

First Level: *magic missile* (x3), *shield, ventriloquism*
Second Level: *detect invisibility, invisibility* (x2), *web* (x2)
Third Level: *dispel magic, fireball* (x2), *haste, phantasmal force*
Fourth Level: *fire shield, fire trap, ice storm, polymorph other*
Fifth Level: *cone of cold* (x4)
Sixth Level: *death spell, globe of invulnerability*
Seventh Level: *power word stun*

Optional Abilities

As a lesser goddess of the Greyhawk Campaign, Lolth has certain attributes common to all divine beings. The DM may choose not to use these in this adventure, since a properly-played Lolth will easily destroy most invaders. However, should these abilities be desired or needed for confrontations with a high-level party, the DM may include them in Lolth's

abilities. If these optional abilities are used, changes in Lolth's spell selection should be made.

Lolth has the following abilities common to most gods and demigods, over and above the abilities previously listed. These abilities all function instantaneously and at will, but not continuously.

Lolth performs all these abilities at 16th level. She retains her magical and clerical spells (those that are duplicated by powers may be replaced by other spells in the *Players Handbook* or *Unearthed Arcana*), as well as all separate powers (such as her *heal* abilities), and all are usable in her spider form.

At will:
become astral
become ethereal
comprehend languages
continual darkness
continual light
control temperature, 10′ radius
cure blindness, deafness, disease, feeblemind, and *insanity* (all reversible)
curse
detect charm, evil, good, illusion, invisibility, lie, magic, and *traps*
fear (as wand)
geas
improved invisibility
improved phantasmal force
infravision and ultravision
know alignment
levitate
mirror image
polymorph self
read languages
read magic
tongues

Three times per day:
cure serious wounds (reversible)
dispel good
dispel illusion
dispel magic
invisibility
phantasmal force
resurrection (reversible)
true seeing
wall of force

Two times per day:
anti-magic shell
polymorph other
protection from good, 10′ radius
symbol
unholy word

Once per day:
command (duration 3 rounds)
death spell
energy drain
minor globe of invulnerability
quest (range 9″)
restoration
trap the soul
wish

Psionics

Lolth has 266 points of psionic ability, able to use all attack and defense modes. When possible, she usually avoids psionic combat (and, for that matter, most other forms of melee as well).

Her psionic disciplines include the minor devotions of *body equilibrium*, *clairvoyance*, *domination*, and the major sciences of *dimension walking*, *mind bar*, *molecular rearrangement*, and *probability travel*. These disciplines are all performed at 16th level of mastery.

APPENDIX 2: New Magic Items

	Experience Point Value	GP Sale Value
Ring of Anti-Venom*	2,000	10,000
Rod of Tentacles**		
Lesser	3,000	15,000
Greater	5,000	20,000
Demon Staff	10,000	50,000
Spider Wand*	4,000	20,000
Wand of Viscid Globs*	4,500	25,000
Lurker Cloak	2,000	12,500
Fire Elemen. Gem	5,000	30,000
Bolts of Power***	200	800
Death Lance*	1,000	5,000

* Assumes full charges; deduct proportionately
** With control ring; deduct 75% otherwise
*** Per bolt

Ring of Anti-Venom: This item appears to be ornately carved from the horn or tooth of some enchanted creature. It gives the wearer full protection from poison. Any time a saving throw vs. poison is required, a charge is automatically expended from the ring, and the saving throw succeeds. The ring has 20 charges at most, and crumbles into dust when the last is used. Before then, the ring can be recharged by a cleric of 12th or higher level.

Rod of Tentacles: These disgusting items are believed to have been crafted deep in the bowels of the earth or on an abysmal plane far removed from our own. The details of their evil construction are unknown, but assuredly involved *permanency, animate object, monster summoning*, and other effects. Every *tentacle rod* is a short (2' long) rod with a thickened hand-grip at the lower end. At the opposite end sprouts a number of flailing, life-like tentacles that writhe when the rod is used as a flail. The rods will only function for clerics, and then only if a specially enchanted ring of control is worn by the user as well. If the ring is not worn, the rod will exhibit none of its magical powers.

The exact abilities of a tentacle rod depends on the number of arms the rod has and their color. Lesser tentacle rods have three arms, while the greater tentacle rod has six. The types of tentacle rods encountered in this adventure are as follows. No saving throws are allowed against any of their special effects.

The purple *Lesser tentacle rod* has three rubbery violet arms. When the cleric wielding this rod uses it to strike an opponent, each of the three arms attacks as a 3 HD monster at +3 to hit (net THAC0 13), and inflicts 3 points of damage. If all three arms strike the opponent, the victim suffers double damage (18), and is *slowed* for 9 rounds.

The red *Lesser tentacle rod* has three arms of a reddish shade. It performs in combat similarly to the purplish variety, but if all three arms strike an opponent, the simultaneous hits cause *total weakness* in the victim's right or left arm for 9 rounds. The damage is the same as for the Purple rod.

The violet *Greater tentacle rod* (wielded by Eclavdra in this adventure) has 6 arms. When attacking, each arm strikes as a 6 HD monster with +6 to hit (net THAC0 7), and each arm inflicts 6 points of damage. If all three arms hit, the victim is *numbed* and strikes at -4 on all attacks for the next 3 rounds. If all six arms hit, the victim loses 1 point of Dexterity permanently, and is *numbed* for 6 rounds.

Several other colors of *Greater tentacle rods* are rumored, but no details of them are known. No *rods* with more than six tentacles have ever been constructed.

Demon Staff: This ornately carved staff of leather-like horn is inscribed with fell runes and vile depictions of creatures of the lower planes, and topped by the grim visage of a demonic ruler. The demon's eyes glow when the staff's special functions are used.

The individual wielding this staff may induce *fear* by touching the staff to its target (no saving throw). In addition, a hit from the staff inflicts 4-24 points of damage, which may only be healed at a rate of 1 point per day.

The staff may also perform two special functions, each once per day. The wielder may *summon* a Type I demon once per day, or transform himself or herself into a Type III demon for 5 rounds. The transformation is similar to the druidic *shapechange* ability, in that 10-60% of current damage is healed when going from one form to the other. Should the Type I Demon summoned by the staff be slain, the staff's creator will exact a high price from the wielder—likely to transform the luckless soul into a Type I demon to replace the one lost!

Spider Wand: This ordinary-looking wand has 50 charges at most. It can project a silvery strand of weblike material, which remains 3 rounds and is equal in effect to a *rope of entanglement* (DMG page 153). The user may also use the wand to strike in melee, and a victim hit must save vs. poison or die, as from the bite of a giant spider. A charge is used for each strand or poisonous strike. The wand can be recharged by a cleric of 9th or higher level.

Wand of Viscid Globs: This metallic baton is unadorned by decoration. It may have up to 100 charges, as most wands. If pointed and the command word spoken, a single charge from the wand fires a blob of gummy, sticky, glue-like material up to 6" away. The gummy glob covers a circular area about 5 feet in diameter. Those items within that area are *permanently* bonded to each other—hands to weapons held, arms to shields, armor to bodies, *etc.*

A successful saving throw against wands indicates that the target dodges and avoids the glob, but those globs fired that miss will hit somewhere—either behind the original target, or on the floor 10'-60' beyond (leaving a sticky mass that will solidify in 10 rounds).

The bond created by this glob is extremely strong. Strong monsters and individuals will tear their own bodies apart before breaking the seal. Creatures with intelligence of 7 or higher will be aware of this, but those of 2-6 Intelligence should get a saving throw to avoid tearing themselves apart. The globs can be dissolved by alcohol. The amount found in ordinary wine is sufficient to free two glued areas (painfully if living flesh is involved).

The wand may be recharged by a magic-user of 7th or higher level.

Lurker Cloak: A jet-black cloak, this item appears normal until the command word is spoken. The user may then *polymorph* into a lurker above (gaining form and movement only, without smothering ability; MV 1"/9", MC C). The effect may be produced only once per day, for up to two hours duration. The lurker's camouflaged underside permits surprise 4 in 6.

Fire Elemental Gem: This item functions as does a *brazier of commanding fire elementals* (DMG, page 140), save that the elemental may be summoned from any existing fire source. In addition, no fire elementals will attack the holder of this gem if it is strongly presented, choosing to return to their own plane rather than attack the wielder.

Bolts of Power: These magical quarrels are found in groups of three, each dart having a different function. The darts are identical in appearance, though an *identify* or similar spell can discern their different functions. They may be thrown (to 4") or fired by hand crossbow (6" maximum range).

Dart of stunning: The creature hit, and all with 10', must save vs. spells or be *stunned*. The duration is 2-8 rounds for the victim hit, 1-4 rounds to others within range.

Dart of blinding: The victim hit and all within 10' must save vs. spells or be *blinded* from a sudden, bright light. Durations are as for *dart of stunning*, above.

Dart of vapors: This creates a 30' x 30' cloud, 20 feet high, centered on the impact point. The cloud is similar in all ways to that created by a *stinking cloud* spell.

Death Lance: This 10-foot-long spear is apparently of drow manufacture, but its precise origin is unknown. The spear discharges a negative force when it hits, inflicting 3-12 points of damage in addition to normal weapon damage (1-6/1-8). In addition, the victim struck must save vs. poison or suffer 1-4 energy drains, all at once. Each lance has six charges at most. Once exhausted, it may still be used (as a non-magical weapon). A *death lance* may not be recharged.

APPENDIX 3: Further Adventures in the Depths

The DM may wish to use the underground realms (map book, page ##) for further adventures in the dismal realms beneath the Hellfurnaces, or for additional adventures should the player characters decide to abandon their map and find another route to the vault of the Drow. Suggested adventures are set up according to the size of the hex, and the DM should flesh out the details.

One-Hex Encounter Areas

A lair of 40 pech, with half again that number of women and children. The pech are protective of their small area, which is loaded with many precious stones. They seek to block the exits by means of large stone blocks hoisted over the egresses (drop on characters for Dmg 2-20), and swarm out to overwhelm the survivors.

A small herd of 50 rothe, with 10 bugbear herdsmen. This is the "wintering" ground for the rothe, who munch on the mosses and fungus in the cavern, and are driven north to the Vault of the Drow for sale. The bugbears will fight to protect their herd from any supposed invaders or rustlers.

An area of volcanic heat, steaming with hot gases and pools of molten lava. This is the home of 10 azer and an equivalent number of fire bats. They do not attack unless molested, or unless their source of heat is endangered. Those trying to cross take 1-10 points of damage per round from the heat. Lava tubes in the ceiling are left by earlier eruptions, and are large enough that a crawling man-sized individual can escape to the surface.

A high-ceilinged vault that is the lair of 20 gargoyles, 10 marlgoyles, and a leader of 12 HD size, who inflicts double marlgoyle damage. The chamber is narrow but high, allowing the gargoyles to swoop and use their wings to full effect.

A chamber filled with sunlight (naturally far from any well-traveled path) filtering down through the rocks to illuminate a dragonlike creature coiled on a mass of coins, at the feet of an winged humanoid which appears to glow with a power of his own. The being in reality is a dao, and the dragon-like creature a behir, his pet. The dao tries to lure the characters into a false sense of security before he lets loose the chain about the behir's neck and has it attack them, aiding with spells.

A relatively open area surrounded by cliffs ten feet above. This area is the home of eight cave fishers, who are waiting for something edible to pass within range. They do not attack drow, as the dark elves taste terrible.

For encounters on the Pitchy Flow or Svartjet, use the following. A large waterfall forces a portage past along well-worn steps carved by previous travelers. The portage passes by a large cave, and those who chance to look within see a beautiful female gray elf imprisoned in a bowl filled with water. The elf appears healthy, but raps on the bowl for aid. The elf is a slave of the aboleth that lives in the cavern, and uses her (and whatever illusions it can) to lure the party in where it may attack and enslave more followers. If the drow were aware of this creature's existence, they would send a heavily-armed party to slay it and take its treasure.

Two-Hex Encounter Areas

These encounter areas are of about the size of the troglodyte warrens or the shrine of the Kuo-Toans. Various creatures will be found within each encounter areas, but they usually draw support, sustenance, or aid from the most powerful creature or race in that encounter area.

A lost temple, empty except for a large number of undead that prowl its corridors—ghasts, ghouls, wraiths, wights, and the occasional crypt thing. They are controlled by a lich of not less than 18th level magic use and 20th level clerical ability, so chances to Turn are as that for their master. This is a deeply evil place, though those that have seen the Temple of the Elder Elemental God in the fire giant king's hall (or in the Vault of the Drow) will notice similarities. This shrine will not summon any creatures, however, nor demonstrate any other powers.

An armed encampment of 100 kuo-toans, including a priest-prince of 10th/10th level cleric assassin ability (the spawn of Va-guulgh, no less), four whips, and two monitors. The encampment has experienced raids by the deep elves and other denizens of the land hidden from the sun, and so will be hostile to any non-kuo-toan strangers, unless presented with some device or offering proving the strangers to be followers of Blibdoolpoolp, the Sea Mother.

A city of white goblins, cut off from the surface world for so long that their skin is a pasty white and their eyes grown over with skin (though their ears and noses have evolved to more than make up for the difference, giving them +1 bonus to hit). They are ruled by a barghest of HD 10+10, who also has four tunnel worms at his command.

An ancient city carved into the living rock itself, containing no open vaults, only passages and rooms. The ruined city is torn into town territories, one ruled by derro, the other by the duergar. Both of these races of evil dwarves assume the party to be mercenaries, spies, or assassins for the opposing side.

An outpost of the myconids (fungus men) in a large, open vault, where they raise a great variety of slimes and fungus, including those hazardous to adventurers. High in the walls of the vault are a colony of Formians (centaur-ants) who regularly raid the myconid vinyards, and who in addition to their normal attacks, carry sling-staffs with which they fire mucous-like sacs filled with slimes, puddings, oozes, and other foul molds. There are about 200 myconids in the vault, led by a king of 6 HD, while the formian colony numbers 100 workers, 30 warriors, and one myrmarch.

Six-Hex Encounter Areas

These areas are the size of the vault of the drow, and may be as several miles wide and long. They will generally have a large number of different monster types living in cooperation with each other, or at least in a balance of power.

A mazework of twisty passages reduce this area to lithic swiss cheese, with twists and turns leading in all directions, including chutes leading up and pit leading down into the depths. A mixed bag of dwellers of the underground inhabit this realm, as no particular power has seen fit to claim it as their own. Mind flayers, drow, pech, duergar, derro, and in the passage flooded by greenish, softly glowing water, aboleth, all maintain a precarious balance, along with non-intelligent insects and centipedes which have adapted to the dark. The full dimensions of the mazework are unknown, and each intelligent race has its representatives here to keep an eye on the others, and to report if any important discovery is made.

An underground lake ringed by a beach of bones. The lake is home of several floating Aboleth cities. The cities compete by battles between their slave groups on the beach, for unknowable honor and unguessable glory. There are four cities on the lake itself, each holding 10-20 of the evil creatures and their slaves. The depths of the lake are the home of blind fresh-water squid and the reptilian elasmosaurs which feed on them.

An empty city with a huge wall that rings it, reducing passage to a corridor around the perimeter of the city. The walls are made of dark stone, and the doors of heavy lead, sealed by a gem-like engraving that radiates a glow like sunlight (so that nearby denizens will not approach). The city itself is patrolled by clay, stone, and iron golems, which will attack any living thing they encounter. The houses and merchant squares give the appearance that the inhabitants were called away suddenly, for there are layers of dust on decayed food, rotting fabric, and rotten wood. At the center of this empty city is a tower, also made of ebony stone and sealed with a similar glyph on the front gate. The tower is the prison of some powerful malign creature, perhaps a demon

lord that was captured by the forces of good, or a devil that displeased its master, or the predecessor of the present Oinodaemon, Anthraxus. The exact choice (and the result should the players prove foolish enough to free this fell being) is left to the DM.

Dra-Mur-Shou, the city of the illithids. This is the largest encampment of these fell creatures in the entire area connected by the tunnels. There city consists of a central "high city" resting on a raised table of land 100 feet above the cavern floor, surrounded by a "low city", and can be reached only by a series of stairs carved into the rock itself, decorated with hideous carvings and non-human statues.

The Low City is similar to the city of the drow, a jumble of chaotic buildings jammed together with occasional open reaches that serve as markets. Drow merchants are here, as are kuo-toan priests, work parties of duergar and derro, as well as demons, daemons, and the occasional representative of the Nine Hells. No illithids themselves are seen in the Low City, save for occasional glimpses of the creatures from behind the curtains of heavily guarded sedan chairs carried by blinded slaves. Duegar and lesser devils serve as the guard and peace-keeping force.

The High City is reputed to be the home of over 100 illithids, perhaps ten times that number. No report has ever breached its walls. Only mind flayers and their blinded servants may enter this area, and (it is whispered) only members of a select mystic academy may approach the center of this citadel. Details of the rulership of the high city, and of the supreme illithid (or whatever lies there at the center), are unknown.

As a final note, the High City generates the hellish red light that bathes the entire cavern in which it is located. This may be a natural phenomena, or may be connected with the mind flayers of the Hellfurnaces and their ruler(s).

APPENDIX 4: Further Adventures in the Demonweb Pits

After reading through the adventure, you may wish to flesh out the levels by adding three or four additional rooms to each level of the Demonweb. Below are some suggested rooms with monsters and treasures for each.

Web Level One

13. Chamber of the Winged Horror

This warm, sandy desert-like room is the lair of a powerful demon's steed, a hieracosphinx.

Treasure: 1,100 sp, one magic item, one scroll.

14. Hall of Fate

In this small but ornate room an old man sits at one end of a polished wooden table shuffling a *deck of many things*. He will deal three cards, face down, to any person who sits at the table.

Treasure: *wand of wonder.*

15. Lair of the Snake

A spirit naga herein is a companion of Lolth, and has been given seven ogres as slaves.

Treasure: 8,000 cp, 4,000 ep, eight gems, one magic item, one potion.

Web Level Two

16. Stable of the Nightmare

This is Lolth's personal steed which is cared for by two manes. There is no treasure in this room, but the nightmare is wearing *horseshoes of a zephyr.*

17. Hall of Statues

This hallway contains 20 statues—actually shadows. The door at the end of the hallway is the same doorway that the party came in. When all of the shadows have been destroyed, a black opal will appear on some statue pedestals.

Treasure: Six black opals (1,000-5,000 gp each).

18. Catacombs of the Diggers

This very extensive subterranean dwelling place is the abode of four umber hulks.

Treasure: 5,000 gp, 3,000 pp, nine gems, two magic items, two scrolls.

19. Temple of Chaos

Lolth's favorite human cleric and six lesser human clerics reside here. All are Chaotic Evil, of course.

Treasure: Seven maces and suits of armor, 2,000 gp, idol of Lolth with two gems for eyes (5,000 gp each).

Web Level Three

20. Crypt

Lolth uses vampires to terrorize lands she is about to invade. Two open crypts are in this sunken room with the vampires (one for each) close by.

Treasure: 300 pp each.

21. Cube of the Skybeast

In this very secure room, a transparent cube floats in midair. In the center of the cube is a captured ki-rin, in a state of suspended animation. The captive is carefully guarded by a Type V demon.

Treasure: The ki-rin, if rescued, will offer its services for 24 hours.

22. Wyrms of Fire

This very large room is the nursery for Lolth's red dragons. There are five very young dragons, one small very old female dragon, and three eggs in the room. The female's mate is on the other side of a very large door at the rear of the room.

Treasure: 60,000 ep, four magic items, eight potions, one scroll.

Web Level Four

You may wish to expand upon the number of alternate worlds available on level four. Here are a few suggestions.

J. Cloud World: A world made up completely of clouds, fog, and mists. Perhaps it would be occupied by flying creatures, floating castles, and so forth.

K. Tundra: A treeless plain of permafrost soil.

L. Jungle: A sweltering, steamy world of thick towering vegetation and huge insects and reptiles.

M. Savanna: Endless, rolling plains of tall grasses—possibly on a large planet.

N. Airless World: A hostile world devoid of breathable atmosphere.

O. Woodlands: A world dominated by thick, lofty trees, fast-running streams and grassy meadows, populated by sylvan creatures.

P. Normal World: A typical campaign world—in fact, the very one in which your player characters dwell (assuming that they are not from the WORLD OF GREYHAWK™ Setting), or a campaign run by one of your friends. Lolth's minions are hard at work therein, and trouble most vile will spring forth in only a few short months, appearing as if of a normal sort (from a typical troublesome location) but with far greater power and evil behind it than might be suspected...

APPENDIX 5: Special Monsters

Part One of this section gives the basic details for the drow, kuo-toa, and svirfneblin (deep gnomes). Part Two gives statistics for all other-planar creatures encountered in this adventure—demons, manes, mezzodaemons, and nycadaemons.

Part 1: Drow, Kuo-Toa, and Svirfneblin

Drow (Dark Elf)

Magic

Drow gain a +2 bonus to all saving throws. They have 50% base magic resistance, +2% per level of experience.

All drow may use the following spells once per day: *dancing lights, darkness, faerie fire.*

Those of 5th or higher level may also cast the following once per day: *detect magic, know alignment, levitate.*

Female drow of any level may also cast the following once per day: *clairvoyance, detect lie, dispel magic, suggestion.*

Equipment

In an underground setting, any drow can move silently and hide in shadows at 75% success, due to their special black cloaks and boots. Drow weapons and armor are usually crafted from an adamantite alloy of metal. All such items (cloaks, boots, weapons, and armor) do not radiate magic, but are magical in effect. They lose their power if exposed to sunlight.

Drow sometimes poison their weapons, and a −4 penalty applies to all saving throws against such. Failure results in unconsciousness for 1-10 turns (unless specified otherwise, for those in certain key positions use deadly poison).

Typical weapons used include:
dagger (Dmg 1-4)
mace (Dmg 1-6)
short sword (Dmg 1-6)
hand crossbow (Dmg 1-3, ranges 1″/2″/4″)
atlatl with javelins (Dmg 1-6, ranges 3″/6″/9″)

All Drow: AL CE; INT High; SZ M; MV 12″ (male) or 15″ (female)
Male Patrol guard: Level 2 Fighter; hp 9; MR 54%; AC 1; THAC0 20; *chain +1, buckler +1, shortsword +1, dagger, +1,*, hand crossbow with 10 poisoned bolts; XPV 136 (118 + 2/hp)
Male Patrol Leader: MR 58%; AC −2; HD 4 (hp 18); THAC0 18; *chain +2, buckler +2, shortsword +1, dagger +1,*, atlatl with 3 poisoned javelins; XPV 312 (240 + 4/hp)
Male Patrol Commander: Level 5/5 Fighter/Magic-user; hp 23; MR 60%; AC −3; THAC0 14; *chain +2, buckler +2, shortsword +2, dagger +2*; XPV 1,780 (1,550 + 10/hp); Spells:
  First Level: *comprehend languages, magic missile* (x2), *sleep*
  Second Level: *mirror image, web*
  Third Level: *fireball*
Female Patrol guard: Level 3 Fighter; hp 15; MR 56%; AC 0; THAC0 18; *chain +1, buckler +1, shortsword +1, dagger +1,* hand crossbow with 10 poisoned bolts; XPV 235 (190 + 3/hp)
Female Patrol leader: MR 60%: AC −2; HD 5 (hp 25); THAC0 16; *chain +2, buckler +2, shortsword +2, dagger +2, atlatl with 3 poisoned javelins; XPV 485 (360 + 5/hp)*
Female Patrol Commander: Level 7 Cleric; hp 35; MR 64%; AC −5; THAC0 13; chain +3, buckler +3, mace +3; XPV 1,580 (1,300 + 8/hp); Spells:
  First Level: *cause light wounds, cure light wounds* (x2), *cause fear*
  Second Level: *hold person* (x2), *silence 15′ radius*
  Third Level; *cause blindness, prayer*
  Fourth Level: *tongues*
Merchant (male): Level 4/4 M; Cleric/Fighter; hp 18; MR 58%; AC −3; THAC0 18; *chain +3, buckler +3, mace +2*; XPV 533 (425 + 6/hp); Spells:
  First Level: *cure light wounds* (x2), *detect magic*
  Second Level: *hold person, speak with animals*

Kuo-Toa (Goggler)

Attacks

Male kuo-toa gain +1 to hit and damage, due to strength (included in THAC0 figures given). When unarmed or fighting with a dagger, any kuo-toan may bite (Dmg 2-5) as a second attack.

Two or more kuo-toan clerics may operate together to try to generate a *bolt of lightning*. The chance is 10% per cleric per round (cumulative). The bolt affects a single target only, inflicting 6 points of damage per cleric involved.

Weapons used by the kuo-toa include the following.

Longsword: standard (Dmg 1-8)
Dagger: standard (Dmg 1-4)
Spear: standard (Dmg 1-6, ranges 1″/2″/3″)
Shortbow: standard (Dmg 1-6, ranges 5″/10″/15″)
Harpoon: Dmg 2-8, ranges 1″/2″/3″. Victim must save vs. poison or be impaled (Dmg 1, dragged 10′ per round towards wielder).
Garrote: Dmg 1-4. Must be used from behind an unprotected target. Victim is slain by end of next round unless a successful attack (from any source) is made against the wielder of the garrote. (See *Unearthed Arcana* for more details.)
Net: Dmg 0. If the victim is of similar size or smaller, he or she is automatically distracted and suffers a −2 penalty to hit on the next attack. If the hit roll with the net is a 20, the victim is *entangled*, and remains so until the net is unwound (requiring 1 full round) or cut (net AC 10, hp 2).

Defenses

Kuo-Toan shields are treated with a special glue-like substance. Any frontal attack is 25% likely to be mired until pulled free (same chance as opening doors). This glue becomes useless if exposed to direct sunlight.

Kuo-Toans are 75% invulnerable to restraining attacks (grappling, *web* spell, *etc.) due to their slimy skin secretions.*

Kuo-Toans are immune to poison, paralysis, sleep, charm, hold, and similar spells. Electrical attacks inflict half or no damage. *Magic missiles* inflict only 1 point per missile.

Kuo-Toans are surprised only 1 in 6. They may detect invisible, astral, ethereal, and out of phase creatures. They are unaffected by illusions of any sort.

Kuo-Toan (all except Monitor): AL NE; INT High; SZ M; MV 9″//18″; AC 4; #AT 1 or 2; Dmg 2-5 (bite) or by weapon
Pilgrim: HD 2; THAC0 16; XPV 60 (Male), 56 (Female)
Warrior: HD 2; THAC0 16; XPV 60
Patrol Leader: HD 5; THAC0 15; XPV 345
War Party Commander: HD 8; THAC0 12; XPV 1,365
Priest: HD 3; THAC0 16; XPV 189; Spells:
  First Level: *cure light wounds (x2)*
  Second Level: *hold person*
Lama: HD 7; THAC0 13; #AT 1; XPV 1,348; Spells:
  First Level: *bless, detect good, detect magic*
  Second Level: *silence 15′ radius, snake charm, speak with animals*
  Third Level: *dispel magic, prayer*
  Fourth Level: *protection from evil 10′ radius*
Whip: Level 3/3 Fighter/Assassin; THAC0 16; SA/SD as per character classes; XPV 260
Cleric/Assassin: Level 7/7; THAC0 13; SA/SD as per character classes; XPV 4,684; Spells:
  First Level: *bless, detect good, detect magic*
  Second Level: *silence 15′ radius, snake charm, hold person*
  Third Level: *dispel magic, prayer*
  Fourth Level: *tongues*
Monitor: MV 18″//36″; AC 1; HD 7; THAC0 13; #AT 4; Dmg 2-8/2-8/2-5/2-5 (first two doubled if attacking to subdue); SA subdue or kill with surprise; SD surprised 10% only; XPV 1,098

Svirfneblin (Deep Gnome)

A Deep Gnome may cast the following spells once per day: *blindness*, *blur*, and *change self*.

Each svirfneblin normally carries a dagger, mining pick (Dmg 2-7), and a number of specially made darts which hold glass beads that contain either gas or acid (range 4", +2 to hit, Dmg 1-3). A hit from a gas dart forces the victim to save vs. poison or be *stunned* for 1 round and *slowed* for the next 4 rounds. An acid dart eats large holes in the object or armor struck, and inflicts 2-8 points of acid damage to a relatively unprotected victim (such as one wearing armor with large holes in it...).

These creatures have a +2 bonus to saving throws vs. poison, and a +3 bonus on all other saves. They have base 20% magic resistance, plus 5% per level over third. They radiate *non-detection* at all times, and are unaffected by illusions. They are surprised only 1 in 12, and are 90% likely to gain surprise.

Any randomly encountered group of deep gnomes consists of the following. Each carries 4-20 gems (10 gp each).

2-5 Level 3 Fighters
1-2 Level 4 Fighters
1 Level 5 Fighter

Svirfneblin: AL N(G); INT Exc; SZ S; MV 9"; #AT 1 or 2; Dmg by weapon +1; SA +2 to hit with darts
- Level 3: MR 20%; AC 2; HD 3 (hp 20 each); THAC0 15; 7 gas darts; XPV 245 + 3/hp
- Level 4: MR 25%; AC 1; HD 4 (hp 25 each); THAC0 14; 3 acid darts; XPV 330 + 4/hp
- Level 5: MR 30%; AC 0; HD 5 (hp 30); THAC0 14; 3 acid darts; XPV 435 + 5/hp

Part 2: Other-Planar Creatures

Demon, Succubus: AL CE; INT Exc; SZ M; MV 12"/18" (MC C); MR 70%; AC 0; HD 6; THAC0 13; #AT 2; Dmg 1-3/1-3; Psi 200, D/GI; XPV 2,100 + 6/hp
- SA energy drain; *charm person, suggestion, gate* (40% success) Type IV (01-70), Type VI (71-95), or Lord or Prince (96-00)
- SD magic weapon to hit; immune to normal fire; half damage from cold, electricity, gas, or magical fire; *go ethereal, clairaudience, darkness 5' radius, ESP, shapechange* to similar humanoid, *teleport without error*

Demon, Type I: AL CE; INT Low; SZ L; MV 12"/18" (MC C); MR 50%; AC 0; HD 8; THAC0 12; #AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; XPV 1,275 + 10/hp
- SA *telekinesis* (200 lb.), *gate* (10% success) Type I
- SD immune to normal fire; half damage from cold, electricity, gas, or magical fire; *darkness 5' radius, detect invisibility, teleport without error*

Demon, Type II: AL CE; INT Low; SZ L (7'); MV 6"/12"; MR 55%; AC −2; HD 9; THAC0 12; #AT 3; Dmg 1-3/1-3/4-16; Psi 100, E/FG; XPV 2,000 + 12/hp
- SA *darkness 15' radius, fear, levitate, telekinesis* (300 lb.), *gate* (20% success) Type II
- SD immune to normal fire; half damage from cold, electricity, gas, or magical fire; *detect invisibility, teleport without error*

Demon, Type III: AL CE; INT Ave; SZ L (9'+); MV 9"; MR 60%; AC −4; HD 10; THAC0 10; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; Psi 100, E/F; XPV 2,400 + 14/hp
- SA *darkness 10' radius, fear, levitate, pyrotechnics, telekinesis* (400 lb.), *gate* (30% success) Type I, II, or III
- SD immune to normal fire; half damage from cold, electricity, gas, or magical fire; *polymorph self, teleport without error*

Demon, Type IV: AL CE; INT Very; SZ L (10'+); MV 9"/12" (MC E); MR 65%; AC −1; HD 11; THAC0 8; #AT 3; Dmg 1-4/1-4/2-8; Psi 150, ACE/FGH; XP 3,000 + 16/hp
- SA *darkness 10' radius, fear, illusions, levitate, symbol of discord, symbol of fear, telekinesis* (500 lb.), *gate* (60% success) Type I, II, III, or IV
- SD immune to normal fire; half damage from cold, electricity, gas, or magical fire; SD magic weapon to hit; *detect magic, dispel magic, polymorph self, project image, read languages, teleport without error*

Demon, Type V: AL CE; INT High; SZ L (7'); MV 12"; MR 80%; AC −7/−5; HD 7+7; THAC0 12; #AT 7; Dmg 2-8/By 6 weapons; Psi 130, AE/FGH; XPV 3,000 + 12/hp
- SA *charm person, darkness 5' radius, levitate, pyrotechnics, gate* (50% success) Type I (01-30), Type II (31-55), Type III (56-70), Type IV (71-85), Type VI (86-95) or Lord or Prince (96-00)
- SD immune to normal fire; half damage from cold, electricity, gas, or magical fire; *detect invisible, polymorph self, project image, read languages, teleport without error*

Demon, Type VI: AL CE; INT High; SZ L (12'); MV 6"/15" (MC D); MR 75%; AC −2; HD 8+8; THAC0 12; #AT 1; Dmg 2-13 (sword) or special (whip); Psi 180, ABCE/FGH; XPV 3,600 + 12/hp
- SA whip to pull victim, surround self in flames (Dmg 2-12, 3-18, or 4-24, by size); *darkness 10' radius, fear, pyrotechnics, suggestion, symbol of discord, symbol of fear, symbol of sleep, symbol of stunning, telekinesis* (600 lb.), *gate* (70% success) Type III (01-80) or Type IV (91-00)
- SD immune to normal fire; half damage from cold, electricity, gas, or magical fire; *detect invisible, detect magic, dispel magic, read languages, read magic, teleport without error*

Manes (sub-demon): AL CE; INT Semi; SZ S; MV 3"; AC 7; HD 1; THAC0 19; #AT 3; Dmg 1-2/1-2/1-4; SD magic weapon to hit, becomes stinking cloud if killed (reforms in 1 day); XPV 18 + 1/hp

Mezzodaemon: AL NE; INT High; SZ L (7'); MV 15"; MR 95% (vs. L1); AC −3; HD 10+40; THAC0 7; #AT 2 or 1; Dmg 7-12/7-12 or By weapon +6; XPV 2,700 + 14/hp
- SA strength 18/00, at will *ESP, levitate*, 1/day *magic jar*
- SD magic weapon to hit, immune to *charm, suggestion*, paralysis, poison, half damage from acid, cold, fire; at will *comprehend languages, detect invisibility, detect magic, invisibility, polymorph self, read magic*, 1/day *go ethereal, repulsion, wind walk, word of recall*, 2/day *dimension door*, 4/day *passwall*

Nycadaemon: AL NE; INT Exc; SZ L (8'); MV 12"/36" (MC D); MR 100% (vs. L1); AC -4; HD 12+36; THAC0 5; #AT 2 or 1; Dmg 9-16/9-16 or By weapon +8; XPV 6,800 + 16/hp
- SA strength 19, at will *enlarge, reduce, fear* (by touch), 2/day *reverse gravity*, 3/day *command*
- SD +2 weapon to hit, regenerate 3 hp/turn, immune to *charm, suggestion*, paralysis, poison, half damage from fire, cold, at will *comprehend languages, detect invisibility, detect magic, invisibility* (to 10' radius), *polymorph self, project image, read magic, telepathy*, 1/day *gaseous form, word of recall*, 2/day *dispel magic, mirror image*, 3/day *dimension door, wind walk*

GDQ 1-7 Queen of the Spiders

This booklet contains all the maps necessary to play the entire campaign adventure. Each is keyed to a specific section in the adventure book. Feel free to mark on and change these maps as the dungeon becomes altered during play.

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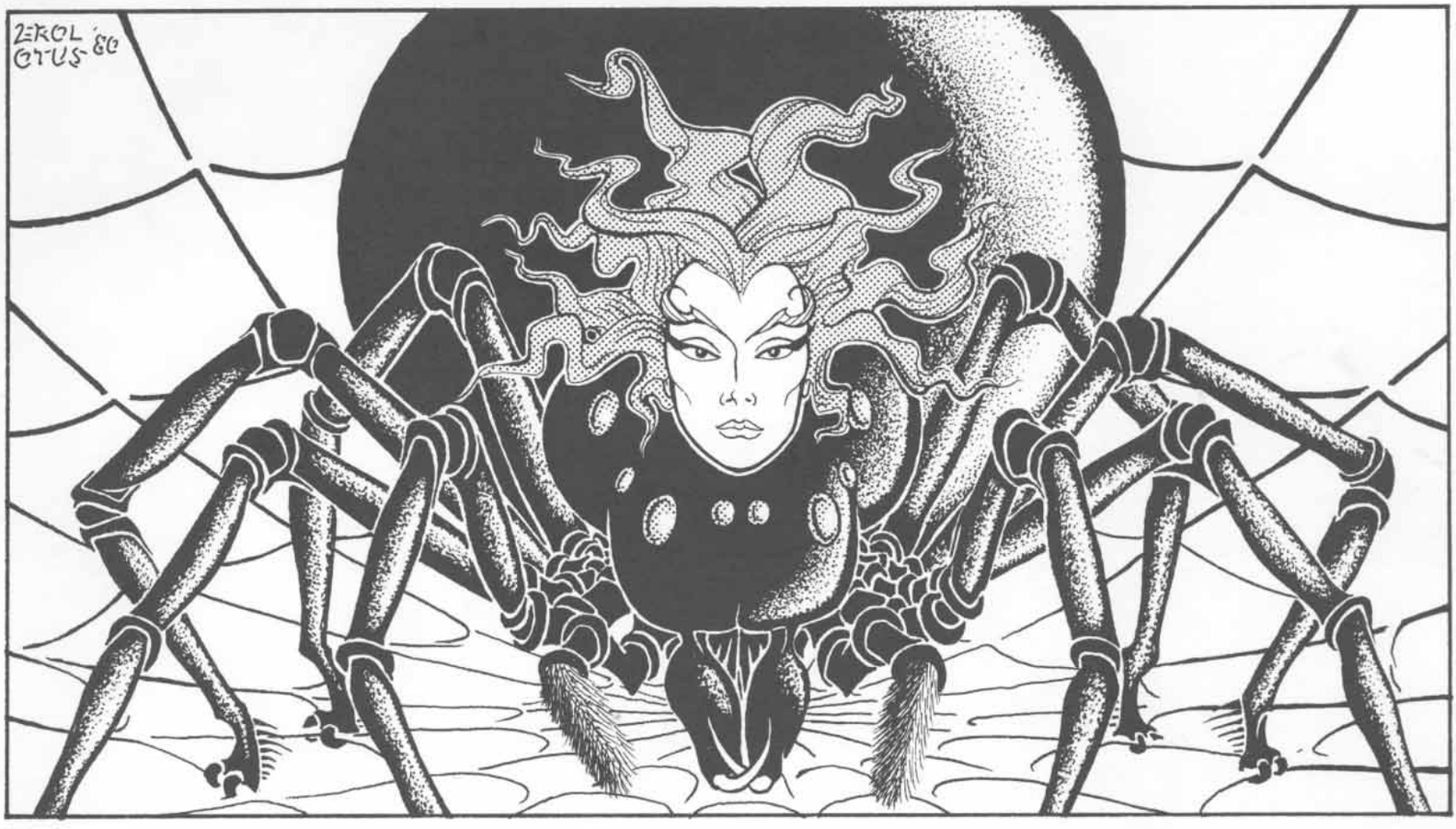
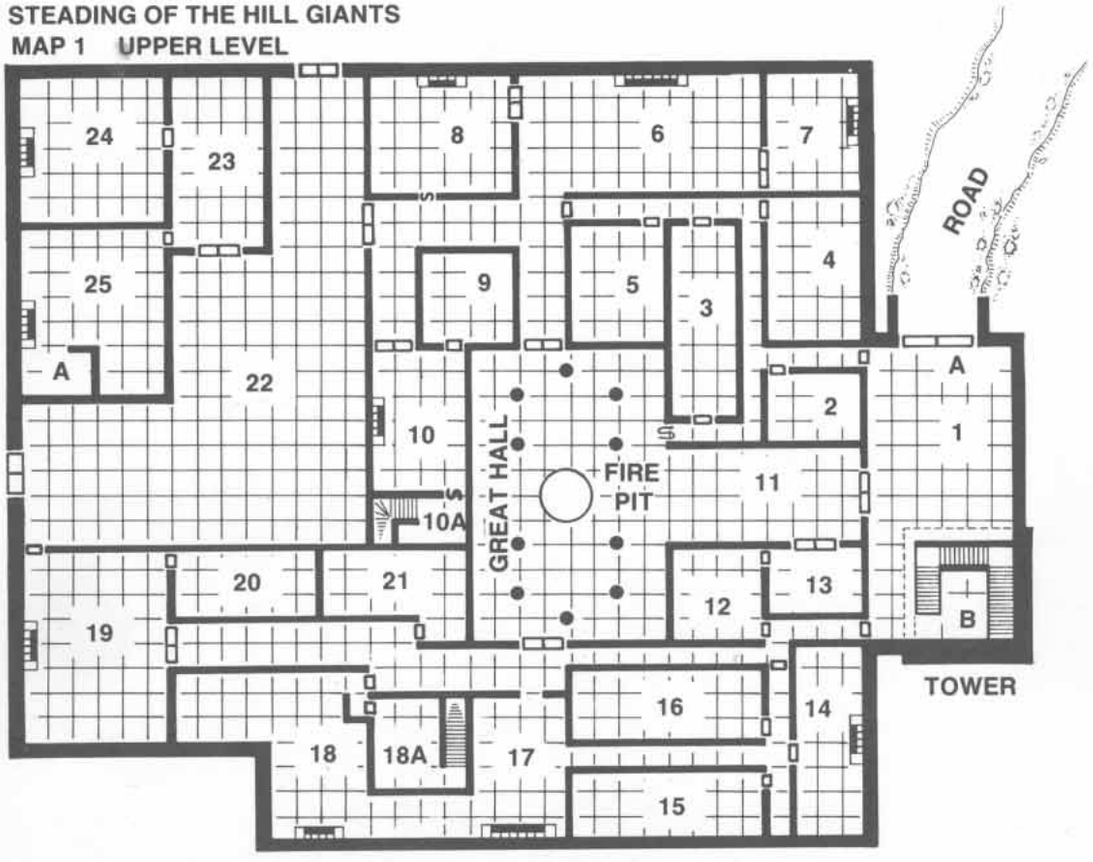


STEADING OF THE HILL GIANTS
MAP 1 UPPER LEVEL



DOOR
DOUBLE DOOR
SECRET DOOR
STAIRS UP
STAIRS DOWN
FIREPLACE

1 SQUARE = 10'

round, 10′ range, Dmg 3-18); XPV 205 + 5/hp

Trapper: AL N; INT High; SZ L; MV 3″; AC 3; HD 12; THAC0 9; #AT 1 (area); Dmg 4 + AC; SA smothering (in 6 rounds); SD blend with stone 95%; XPV 2,850 + 16/hp

Troglodyte: AL CE; INT Low; SZ M; MV 12″; AC 5; HD 2; THAC0 16; #AT 3 or 1; Dmg 1-3/1-3/2-5 or By weapon; SA odor (save vs. poison or lose 1 strength per round for 1d6 rounds, returns in 10 rounds), +3 to hit with dart (Dmg 2-8) or javelin (Dmg 1-6); SD chameleon power for surprise 4/6; XPV 36 + 2/hp

- Guard: as above but HD 3; XPV 65 + 3/hp
- Sub-chieftain: as above but HD 4; THAC0 15; XPV 110 + 4/hp
- Chieftain: as above but HD 6; THAC0 13; XPV 300 + 6/hp
- Female: as above but HD 1 + 1; THAC0 18; XPV 28 + 2/hp
- Hatchling: as above but HD 1/2; #AT/Dmg Nil; XPV 7 + 1/hp

Troll: AL CE; INT Low; SZ L (9′ +); MV 12″; AC 4; HD 6 + 6; THAC0 13; #AT 3; Dmg 5-8/5-8/2-12; SD regenerate 3 hp/round (3 rounds after damaged); XPV 525 + 8/hp

- Vault type: as above but INT Ave; hp 5-8 per die; THAC0 13 or 11 with weapon; #AT 2 and 1; Dmg 5-8/2-12 and by weapon (flail 6-11, bardiche 6-12) or second claw; XPV 650 + 8/hp

Troll, giant: AL CE; INT Low; SZ L (10′); MV 12″; AC 4; HD 8; THAC0 12; #AT 1; Dmg 2-16; SD regenerate 2 hp/round; XPV 725 + 10/hp

Troll, Ice: AL CE; INT Semi; SZ L (9′); MV 9″; AC 8; HD 2; THAC0 16; #AT 2; Dmg 1-8/1-8; SD magic weapon to hit, regenerate 2 hp/round in water, immune to cold, double damage from fire; XPV 44 + 2/hp

Turtle, giant Snapping: AL N; INT Non; SZ L; MV 3″//12″; AC 0/5; HD 10; THAC0 10; #AT 1; Dmg 6-24; SA surprise 4/6; SD withdraw head/flippers to AC 2; XPV 1,950 + 14/hp

Umber Hulk: AL CE; INT Ave; SZ L (8′); MV 6″ (1″-6″); AC 2; HD 8 + 8; THAC0 12; #AT 3; Dmg 3-12/3-12/2-10; SA confusion gaze (3-12 rounds); XPV 1,300 + 12/hp

Unicorn: AL CG; INT Ave; SZ L; MV 24″; AC 2; HD 4 + 4; THAC0 15; #AT 3; Dmg 1-6/1-6/1-12; SA surprise 5/6, +2 to hit with horn, charge attack (Dmg 2-24); SD save as Level 11 M-U, immune to poison, *charm*, *hold*, or death magic, *detect enemy* (24″ range), 1/day *dimension door* (36″, with rider); XPV 400 + 5/hp

Vampire: AL CE; INT Exc; SZ M; MV 12″/18″ (MC B); AC 1; HD 8 + 3; THAC0 12; #AT 1; Dmg 5-10; SA double energy drain, strength 18/76, *charm* gaze (save at −2), summon aid (10-100 rats or bats, or 3-18 wolves) in 2-12 rounds; SD magic weapon to hit, regenerate 3 hp/round, *gaseous form*, *shape-change* to bat, immune to *sleep*, *charm*, *hold*, poison, paralysis, half damage from cold or electricity; XPV 3,800 + 12/hp

Violet Fungus: AL N; INT Non; SZ S-M (4-7′); MV 1″; AC 7; HD 3; THAC0 16; #AT 1-4; Dmg special; SA branches cause rot (save vs. poison); XPV 135 + 4/hp

Weasel, giant: AL N; INT Ani; SZ M; MV 15″; AC 6; HD 3 + 3; THAC0 16; #AT 1; Dmg 2-12; SA hit attaches (Dmg 2-12 per round); XPV 125 + 4/hp

Wererat: AL LE; INT Very; SZ S-M; MV 12″; AC 6; HD 3 + 1; THAC0 16; #AT 1; Dmg 1-8 or By weapon; SA surprise 4/6, *summon* 2-12 giant rats; SD silver or magic weapon to hit; XPV 150 + 4/hp

Werewolf: AL CE; INT Ave; SZ M; MV 15″; AC 5; HD 4 + 3; THAC0 15; #AT 1; Dmg 2-8; SA surprise 3/6; SD silver or magic weapon to hit; XPV 205 + 5/hp

Wolf, Dire: AL N; INT Semi; SZ M; MV 18″; AC 6; HD 3 + 3; THAC0 16; #AT 1; Dmg 2-8; SA howl panics untended herbivores 50%; XPV 60 + 4/hp

Wolf, Winter: AL N(E); INT Ave; SZ L; MV 18″; AC 5; HD 6; THAC0 13; #AT 1; Dmg 2-8; SA frost breath 1/turn (range 10′, Dmg 6-24); SD immune to cold, fire Dmg +1 per die; XPV 245 + 5/hp

- Cub: as adult but HD 3; THAC0 16; Dmg 1-4; SA frost breath Dmg 3-12; XPV 50 + 3/hp

Wolverine, Giant: AL N(E); INT Semi; SZ M; MV 15″; AC 4; HD 4 + 4; THAC0 11; #AT 3; Dmg 2-5/2-5/2-8; SA squirt musk (2″ x 2″ x 6″, retreat 1 round, lose half strength and dexterity for 2-8 turns and save vs. poison or blinded 1-8 hours); XPV 205 + 5/hp

Wyvern: AL N(E); INT Low; SZ L (35′); MV 6″/24″ (MC E); AC 3; HD 7 + 7; THAC0 12; #AT 2; Dmg 2-16/1-6; SA poison tail; XPV 925 + 10/hp

Xorn: AL N; INT Ave; SZ M (5′); MV 9″; AC −2; HD 7 + 7; THAC0 12; #AT 4; Dmg 1-3/1-3/1-3/6-24; SA surprise 5/6; SD immune to fire and cold, half or no damage from electricity; XPV 1,275 + 10/hp

Yeti: AL N; INT Ave; SZ L (8′); MV 15″; AC 6; HD 4 + 4; THAC0 15; #AT 2; Dmg 1-6/1-6; SA grab and squeeze on a 20 (Dmg 2-16); if surprise, save vs. paralysis or fright for 3 rounds (automatic hits and squeeze); SD immune to cold, invisible past 10-30′ in snow; fire inflicts 150% damage; XPV 435 + 5/hp

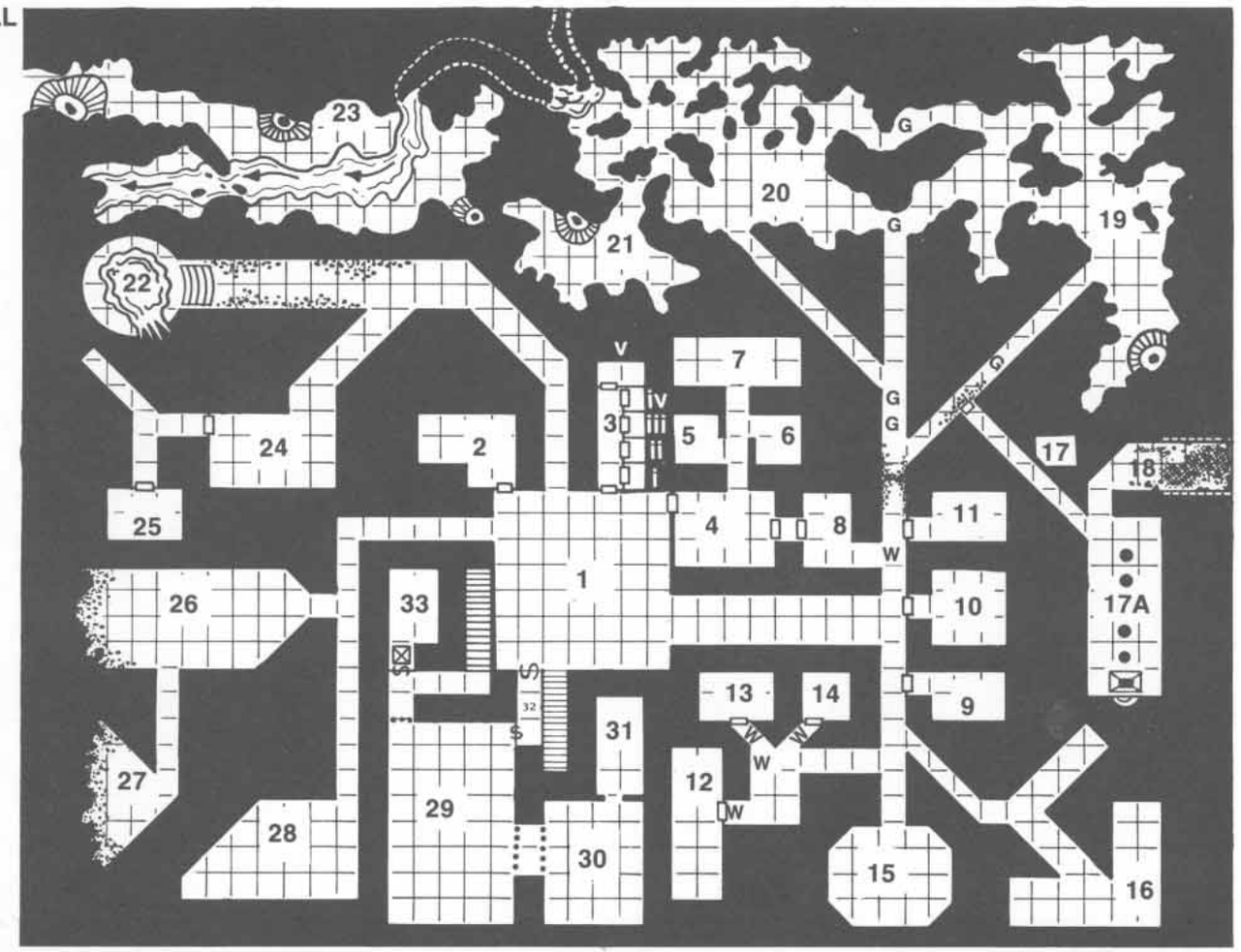
Yochlol: AL CE; INT High; SZ M; MV 12″; MR 50%; HD 6 (d10); THAC0 13; SA Psi 133, CD/FH; XPV 1,275 + 10/hp

- Humanoid form: MV 12″; AC By armor; #AT 1; Dmg By weapon
- Spider form: MV 3″*12″; AC 10; THAC0 13; #AT 1; Dmg 2-8; SA poison
- Amorphous form: MV 12″; AC 10; THAC0 13; #AT 8; Dmg 5-8 each
- Gaseous form: MV 12″; AC −10; SA *stinking cloud* effect; SD magic weapon to hit

Zombie: AL N; INT Non; SZ M; MV 6″; AC 8; HD 2; THAC0 16; #AT 1; Dmg 1-8; SD immune to *sleep*, *charm*, *hold*, and cold; always lose initiative; XPV 20 + 2/hp

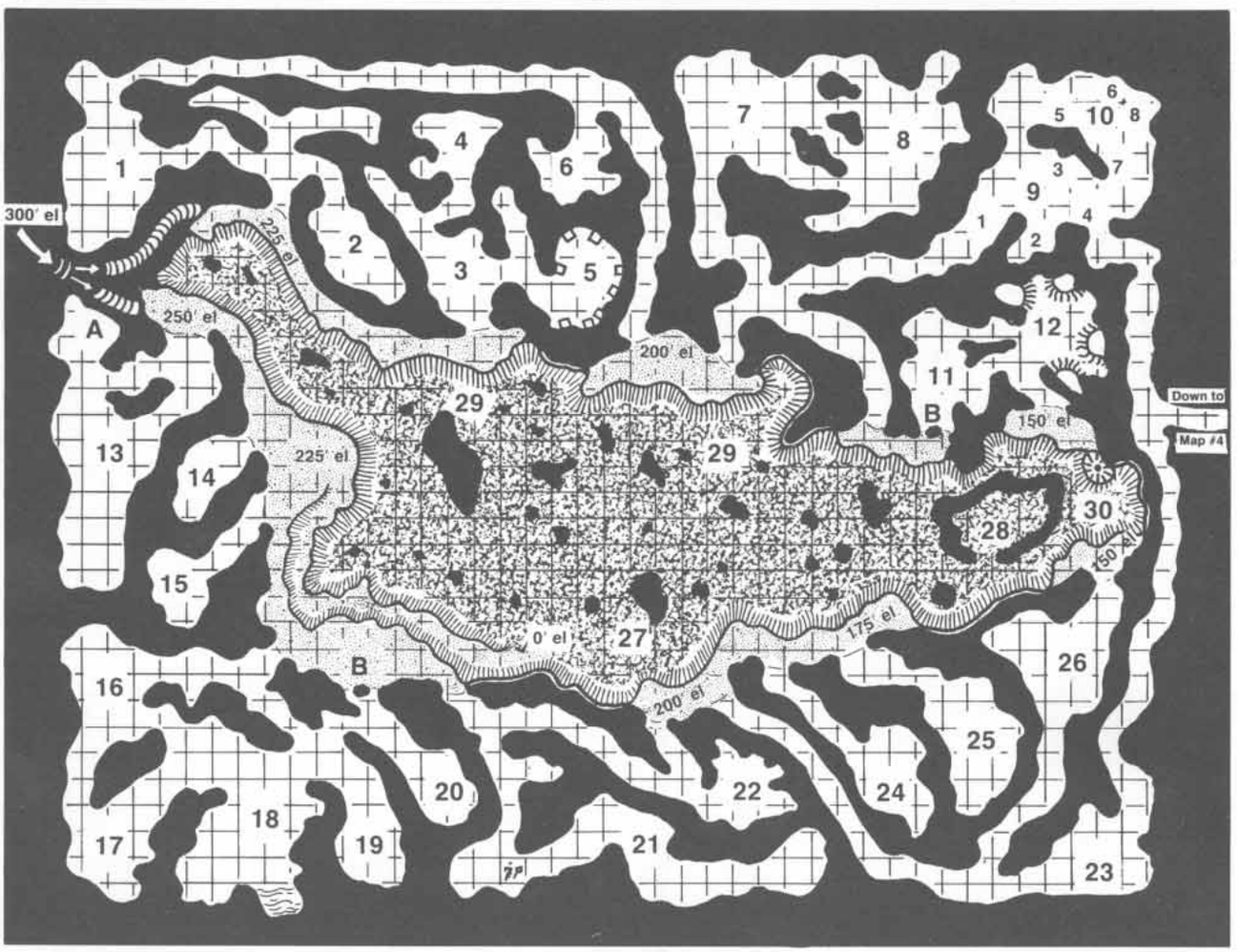
STEADING OF THE HILL GIANTS

MAP 2
DUNGEON LEVEL



GLACIAL RIFT OF THE FROST GIANT JARL

MAP 3
UPPER LEVEL

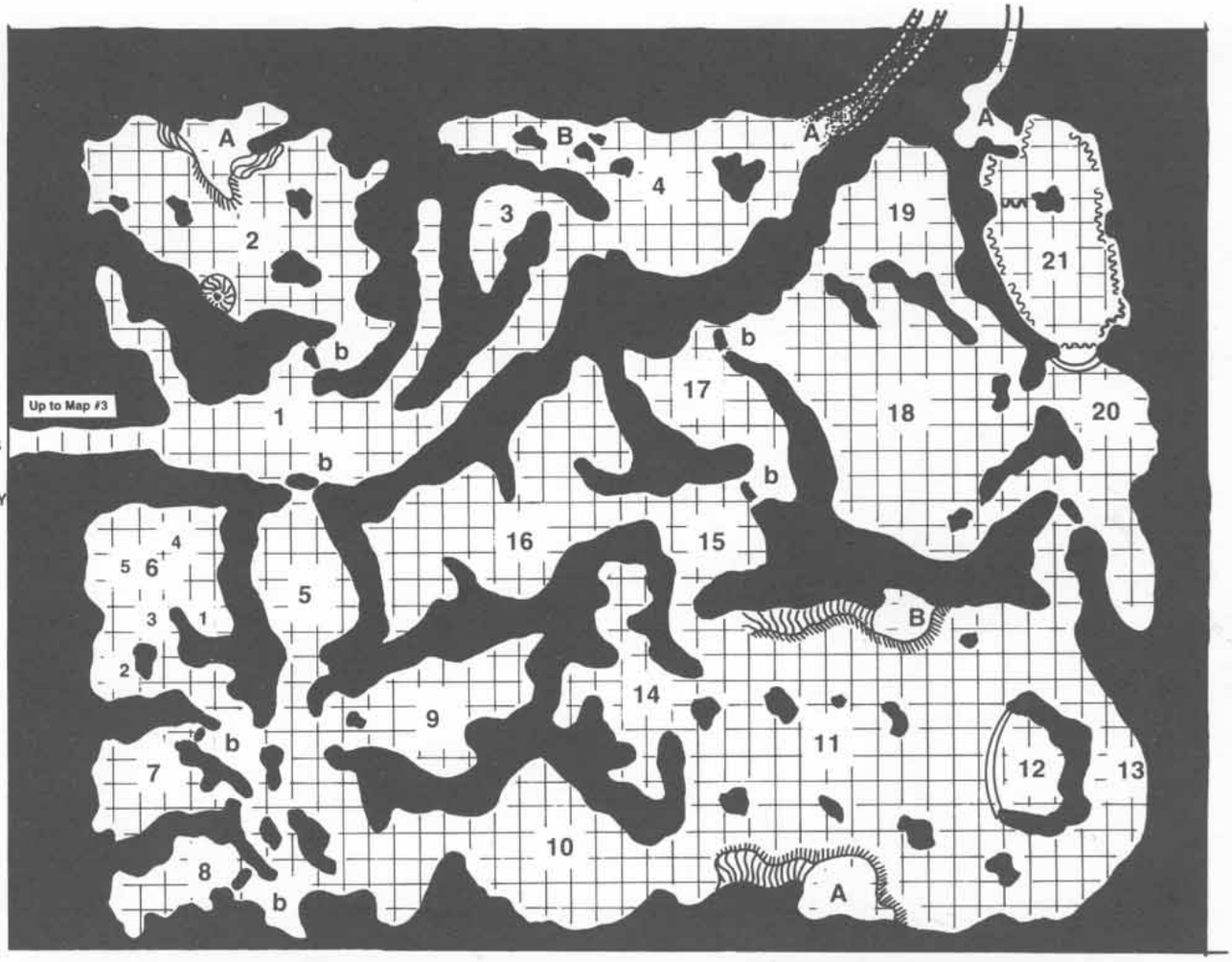


GLACIAL RIFT OF THE FROST GIANT JARL

MAP 4
LOWER LEVEL

BOULDERS
TAPESTRIES
STEPS
SMALL LEDGES
NATURAL ROCK STAIRS
BLOCKED PASSAGEWAY

N



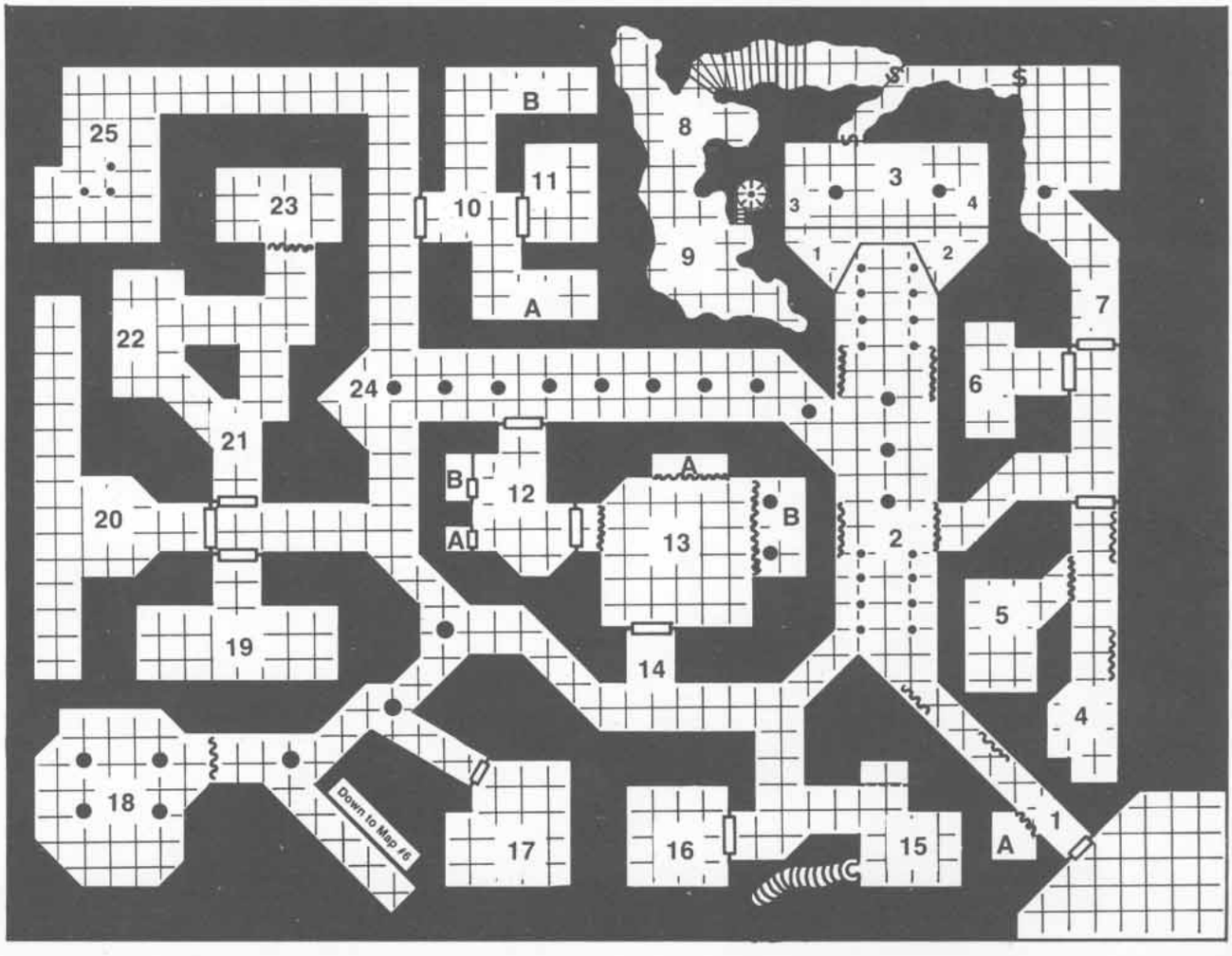
HALL OF THE FIRE GIANT

ENTRANCE LEVEL
MAP 5

DOOR
DOUBLE DOOR
SECRET DOOR
STAIRS UP
STAIRS DOWN
DIAS STEP
CURTAINS
SLIDE DOWN
CHIMNEY UP

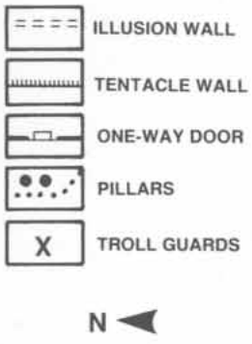
1 SQUARE = 10'

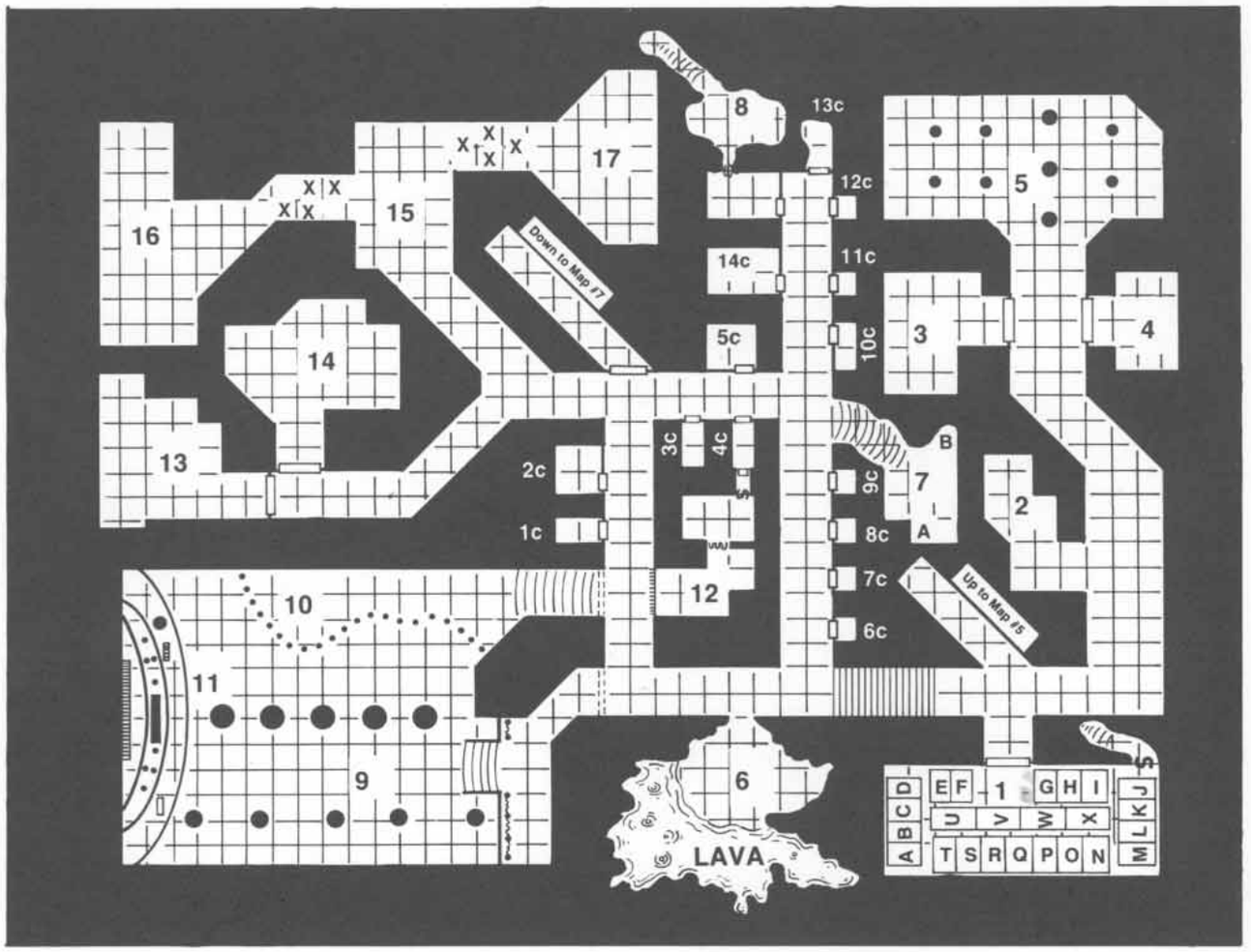
N



HALL OF THE FIRE GIANT KING

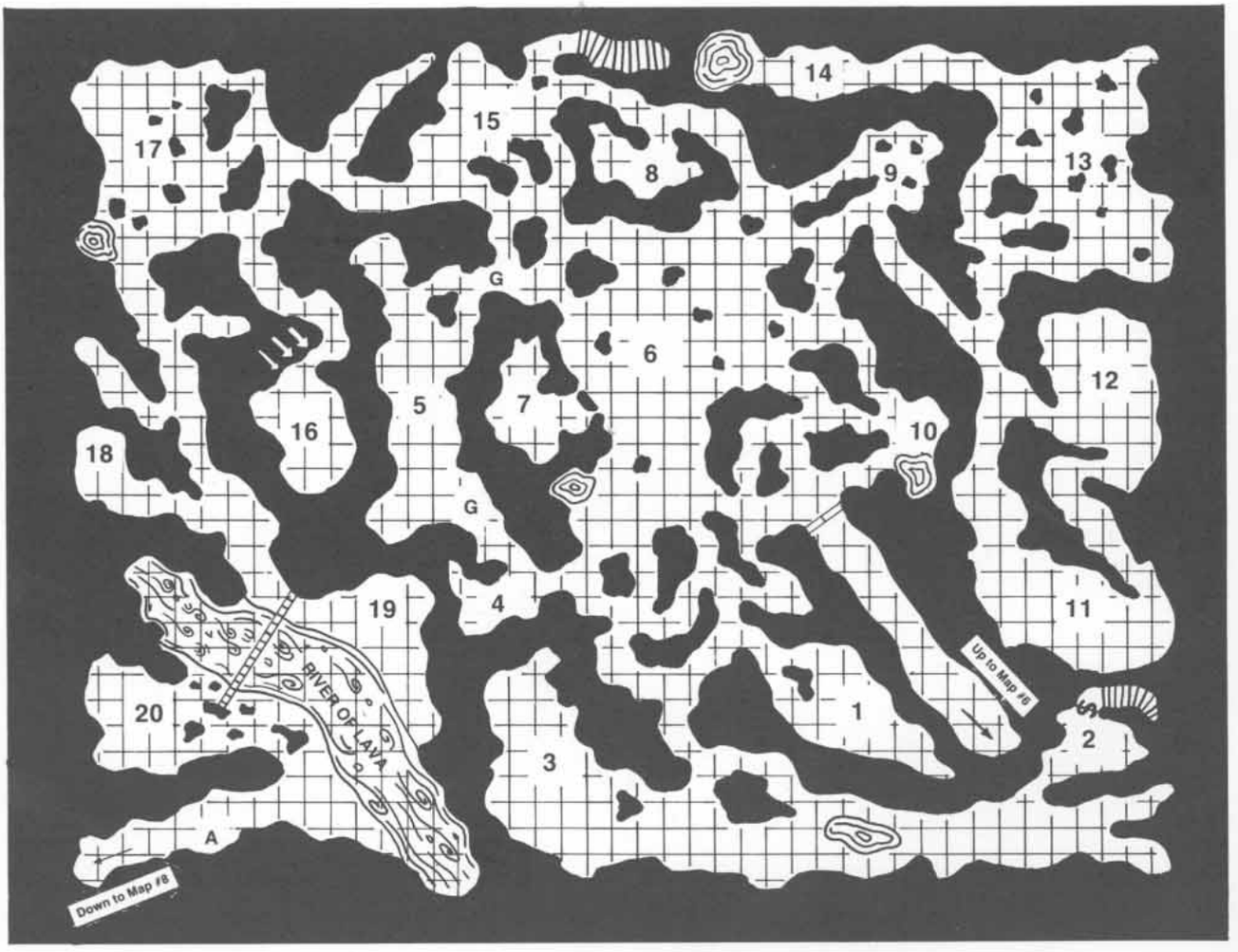
MAP 6
SECOND LEVEL

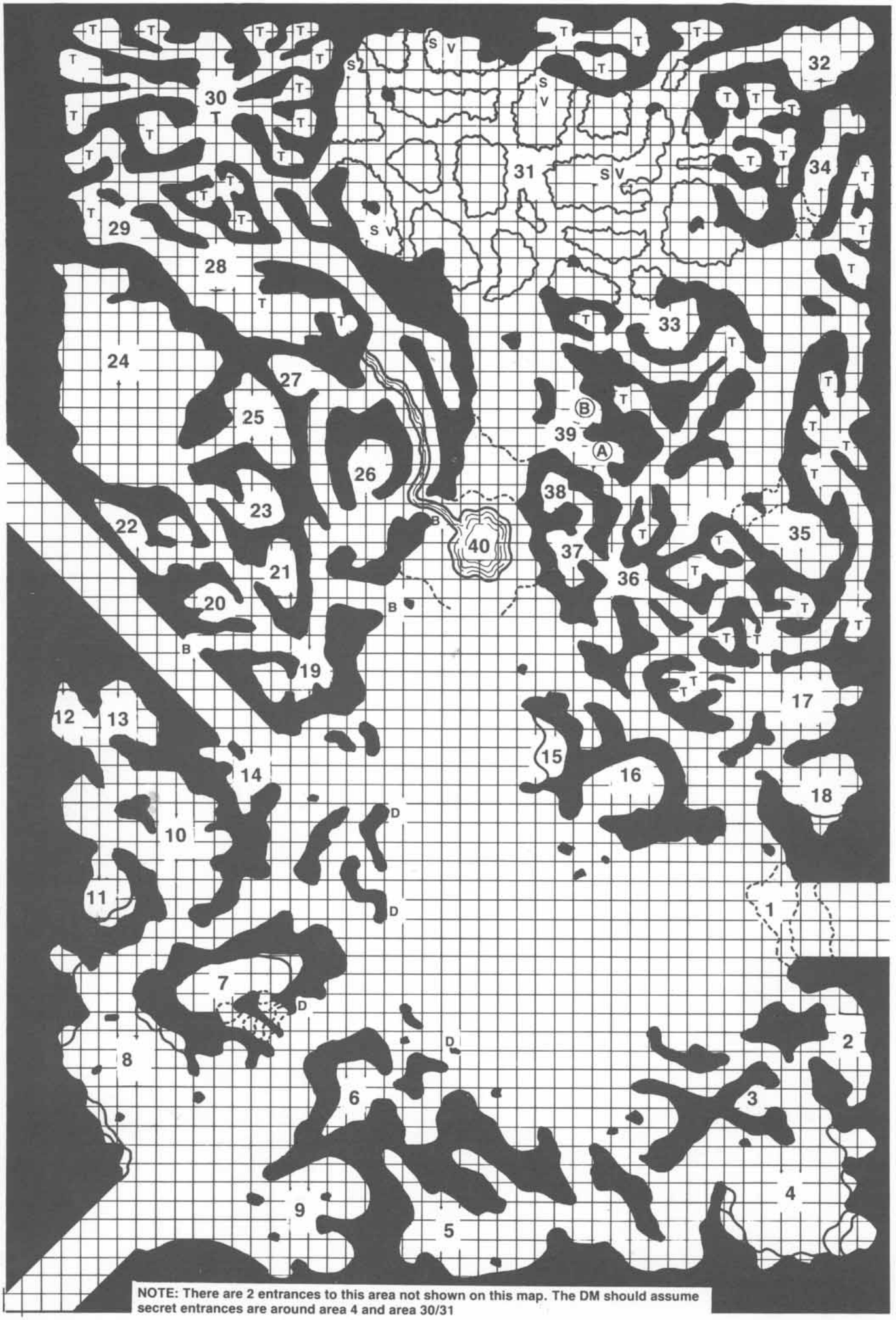


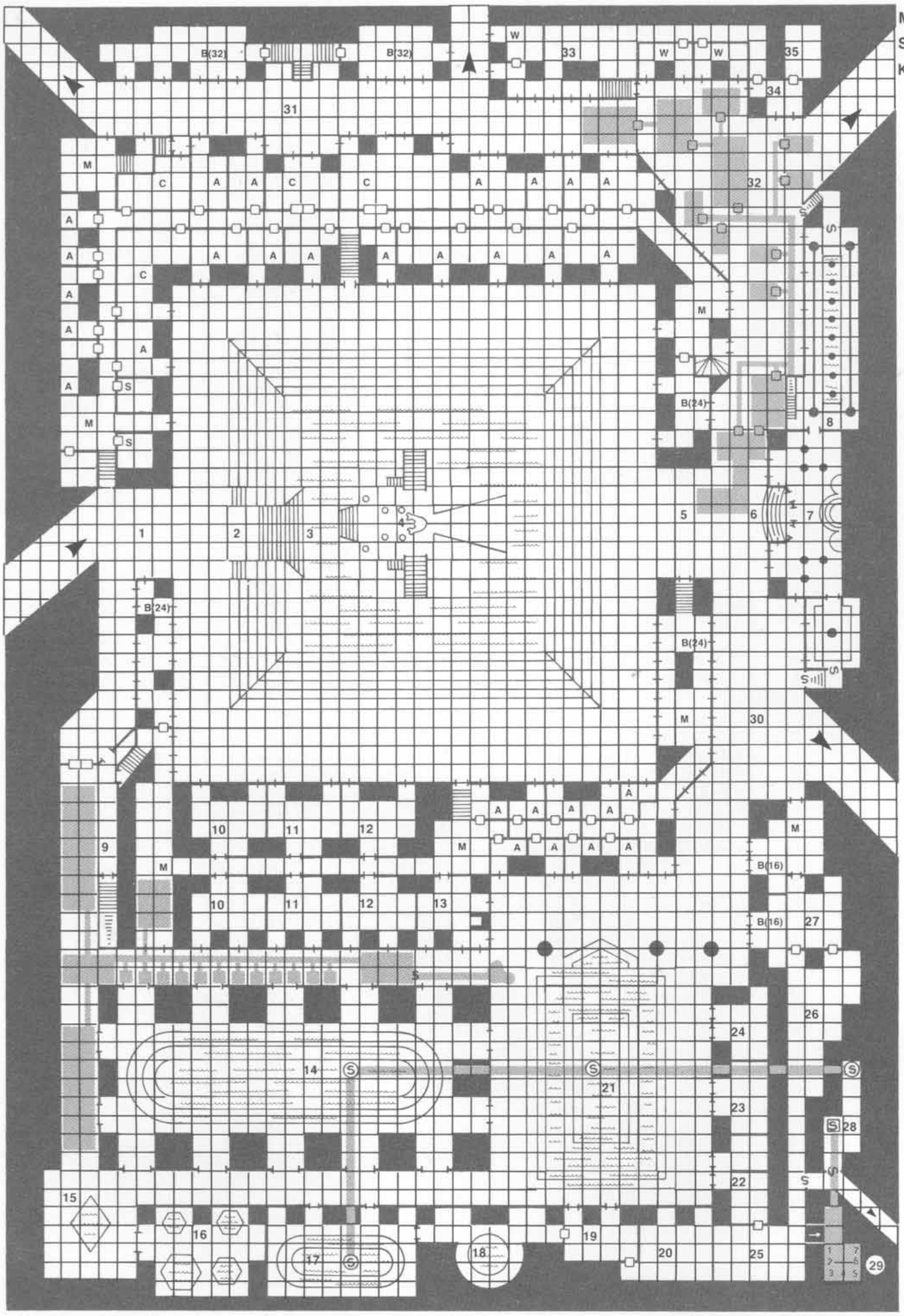


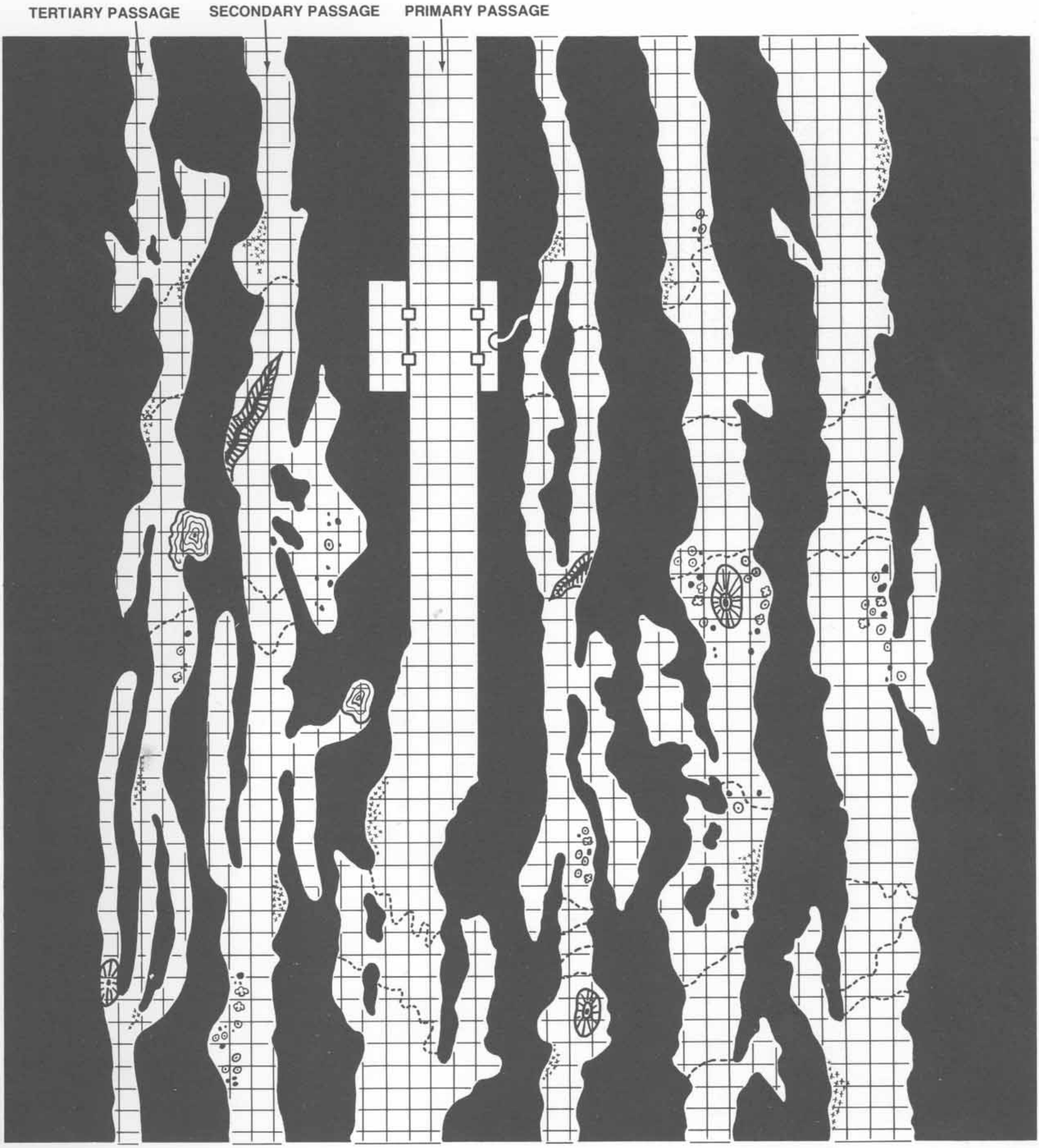
HALL OF THE FIRE GIANT KING

MAP 7
THIRD LEVEL




MAP 8
CAVERNS AND
WARRENS OF THE
TROGLODYTES
LEDGE
TERRACE LINES
LAKE
STREAM
T TROGLODYTE
D DROW SENTRY
B BUGBEARS
V VIOLET FUNGI
S SHRIEKERS
NOTE: There are 2 entrances to this area not shown on this map. The DM should assume secret entrances are around area 4 and area 30/31


MAP 9
SHRINE OF THE
KUO-TOA
DOOR
DOUBLE DOOR
ARCHWAY
SECRET DOOR
SECRET TRAPDOOR
SLIT
UNDERFLOOR ROOM
UNDERFLOOR PASSAGE
STEPS
POOL
POOL WATER CONTOUR LINE INDICATING DEPTH
N



TERRACE LINE

LEDGE OR SHELF

COLUMN OR PILLAR

STALAGMITE

STALAGTITE

SINKHOLE

CREVASSE

POOL

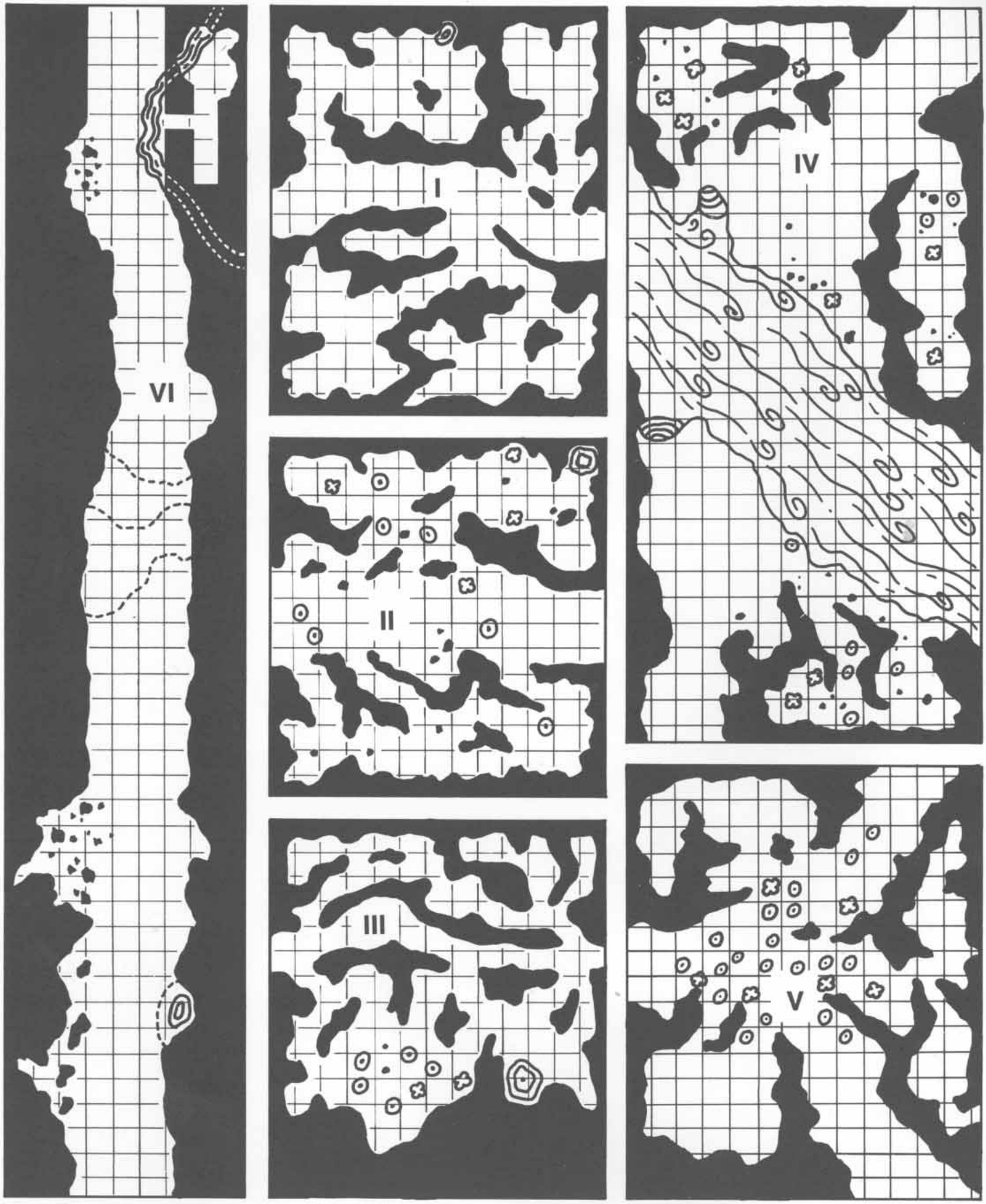
STREAMLET

RUBBLE

GENERIC UNDERGROUND PASSAGES

MAP 10

ENCOUNTER AREAS I—VI MAP 11



Monster Reference Section

You will need this reference section *every time a monster is encountered*. Detach this section for use throughout the adventure. Details specific to the creatures encountered (such as hit points) are given in the text, but general statistics are *not* so included.

Only natives of the Prime Plane are described below. For details on all other-planar creatures (all demons, manes, mezzodaemon, and nycadaemon), see Appendix 5 in the adventure booklet (page 127).

Ant, giant: AL N; INT Ani; SZ S (2′); MV 18″; AC 3; THAC0 16
Worker: HD 2; #AT 1; Dmg 1-6; XPV 20 + 2/hp
Warrior: HD 3; #AT 2; Dmg 2-8/1-4; SA poison sting (extra Dmg 2-8); XPV 40 + 3/hp

Ape, Carnivorous: AL N; INT Low; SZ L (7′); MV 12″; AC 6; HD s1/6; XPV 170 + 5/hp
5; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8; SA 2 paw hits allow rending (Dmg 1-8); SD

Bandit (human): AL N(E); INT Ave-Very; SZ M; MV 12″; AC 7; HD 1-1; THAC0 20; #AT 1; Dmg 1-8 (longsword); XPV 10 + 1/hp

Bat, normal: AL N; INT Ani; SZ S; MV 1″/24″ (MC B); AC 8; HD 1/4; THAC0 20; #AT 1; Dmg 1; SA swarm; XPV 1

Bear, Cave: AL N; INT Semi; SZ L (12′); MV 12″; AC 6; HD 6+6; THAC0 13; #AT 3; Dmg 1-8/1-8/1-12; SA paw 18 + = hug (Dmg 2-16); SD fight 1-4 rounds at −8 hp; XPV 475 + 8/hp

Bear, Polar: AL N; INT Semi; SZ L (14′); MV 12″//9″; AC 6; HD 8+8; THAC0 12; #AT 3; Dmg 1-10/1-10/2-12; SA paw 18 + = hug (Dmg 3-18); SD fight 2-5 rounds at −12 hp; XPV 900 + 12/hp

Beetle, giant Fire: AL N; INT Non; SZ S; MV 12″; AC 4; HD 1+2; THAC0 18; #AT 1; Dmg 2-8; XPV 20 + 2/hp

Beetle, giant Water: AL N; INT Non; SZ L; MV 3″//12″; AC 3; HD 4; THAC0 15; #AT 1; Dmg 3-18; XPV 85 + 4/hp

Beholder: AL LE; INT Exc; SZ L; MV 3″ (MC A); AC 0/2/7; HD 10 to 16 + (hp 45-75); THAC0 10 to 7; #AT 1; Dmg 2-8; SA 10 small eyes for *cause serious wounds* (5″), *charm monster* (6″), *charm person* (12″), *death ray* (4″), *disintegration ray* (2″), *fear (6″ cone)*, *flesh to stone* (3″ ray), *sleep* (13″), *slow* (19″), *telekinesis* (10″, 250 lb.); SD large eye *anti-magic ray* (14″); XPV 12,900 + 20/hp

Black Pudding: See Pudding.

Bugbear: AL CE; INT Low; SZ L (7′); MV 9″; AC 5; HD 3+1; THAC0 16; #AT 1; Dmg 2-8 or By weapon; SA surprise 3/6; XPV 135 + 4/hp
Female: as male but HD 1+1; THAC0 18; Dmg 1-8; XPV 44 + 2/hp
Young: as male but HD 1/2; THAC0 20; Dmg 1-4; XPV 11 + 1/hp
Sub-chief (2 per tribe): as male but AC 4; HD 4 (hp 22-25); THAC0 14; XPV 135 + 4/hp
Chieftain: as male but AC 2; HD 4 (hp 28-30); THAC0 14; Dmg By weapon +2; XPV 160 + 4/hp
Underworld or Vault: as above but AC 3 (ring jack and shield); Dmg 4-10 (heavy morning star), 2-8 (heavy throwing spear), and sometimes 1-6 (hand axe, ranges 1″/2″/3″)

Bulette: AL N; INT Ani; SZ L; MV 14″(3″); AC −2/4/6; HD 9; THAC0 12; #AT 3; Dmg 4-48/3-18/3-18; SA jump 8′ for #AT 4 (Dmg 3-18 each); XPV 2,300 + 12/hp

Carrion Crawler: AL N; INT Non; SZ L; MV 12″; AC 3/7; HD 3+1; THAC0 16; #AT 8; Dmg Nil; SA paralysis (save per hit); XPV 580 + 4/hp

Caveman: AL N; INT Low-Ave; SZ M; MV 12″; AC 8; HD 2; THAC0 16; #AT 1; Dmg 1-8 (stone axe); XPV 20 + 2/hp

Centaur: AL CG; INT Ave; SZ L; MV 18″; AC 4; HD 4; THAC0 15; #AT 2; Dmg 1-6/By weapon; XPV 85 + 4/hp

Chimera: AL CE; INT Semi; SZ L; MV 9″/18″ (MC E); AC 6/5/2; HD 9; THAC0 12; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; SA fire breath (range 50′, Dmg 3-24); XPV 1,000 + 12/hp

Crayfish, giant: AL N; INT Non; SZ L; MV 6″//12″; AC 4; HD 4+4; THAC0 15; #AT 2; Dmg 2-12/2-12; SA surprise 3/6; XPV 90 + 5/hp

Displacer Beast: AL N; INT Semi; SZ L; MV 15″; AC 4; HD 6; THAC0 13; #AT 2; Dmg 2-8/2-8; SD attackers −2 to hit, saves as F12 with +2 bonus; XPV 475 + 8/hp

Dog, Wild: AL N; INT Semi; SZ S; MV 15″; AC 7; HD 1+1; THAC0 18; #AT 1; Dmg 1-4; XPV 20 + 2/hp

Dragon, Black: AC CE; INT Ave; SZ L (30′); MV 12″/24″ (MC E); AC 3; HD 6, 7, or 8; THAC0 13 or 12; #AT 3; Dmg 1-4/1-4/3-18; SA acid breath (6″ x 1/2″); XPV 425 + 6/hp, 750 + 8/hp, or 1,000 + 10/hp

Dragon, Red: AL CE; INT Exc; SZ L (48′); MV 9″/24″ (MC E); AC −1; HD 9, 10, or 11; THAC0 12 or 10; #AT 3; Dmg 1-8/1-8/3-30; SA fire breath (90′ x 40′); XPV 2,000 + 12/hp, 3,000 + 14/hp, or 4,400 + 16/hp

Dragon, White: AL CE; INT Ave; SZ L (24′); MV 12″/30″ (MC E); AC 3; HD 5, 6, or 7; THAC0 15 or 13; #AT 3; Dmg 1-4/1-4/2-16; SA frost breath (cone 70′ x 25′); XPV 275 +5/hp, 475 +6/hp, or 700 + 8/hp

Drider: AL CE; INT High; SZ L; MV 12″; MR 15%; AC 3; HD 6+6; THAC0 13; #AT 1; Dmg 1-4 or By weapon; SA poison bite (save or be paralyzed), innate and memorized spells as Drow; XPV 875 + 8/hp
Male: 1/day *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate*; Spells as Level 6-8 magic-user
Female: 1/day *clairvoyance, dancing lights, darkness, detect lie, detect magic, dispel magic, faerie fire, know alignment, levitate, suggestion*; Spells as Level 6-7 cleric

Drow: See Appendix 5.

Dwarf, Mountain: AL LG; INT Very; SZ S (4′+); MV 6″; AC 4;

HD 1+1; THAC0 18; #AT 1 or 2; Dmg By weapon (longsword 1-8); weapons; SA +1 to hit goblin, hobgoblin, orc; SD +4 to save vs. poison and magic, −4 AC bonus vs. giant, ogre, troll; XPV 36+ 2/hp

Ettin: AL CE; INT Low; SZ L (13′+); MV 12″; AC 3; HD 10; THAC0 10; #AT 2; Dmg 2-16/3-18 or By weapons; SD surprised 1/6; XPV 1,950+ 14/hp

Firedrake: AL N; INT Semi; SZ S (4′); MV 6″/18″ (MC C); AC 5; HD 4; THAC0 15; #AT 1; Dmg 2-8; SA fire breath 5/day (60′ x 10′, Dmg 2-16); XPV 125+ 4/hp

Firenewt: AL NE; INT Low; SZ M; MV 9″; AC 5; HD 2+2; THAC0 16; #AT 1; Dmg 1-8 (sword); SA fire breath 1/turn (Dmg 1-6); SD save vs. fire at +3 and Dmg −1/die, save vs. cold at −3; XPV 90+ 3/hp

Firetoad: AL CN; INT Low; SZ S (4′); MV 6″; AC 10; HD 4+1; THAC0 15; #AT 1 *(fireball)*; Dmg = hp; XPV 165+ 5/hp

Frog, giant: AL N; INT Non; SZ S-M (2-6′); MV 3″//9″; AC 7; HD 2; THAC0 16; #AT 1 or 1; Dmg special or 1-6; SA leap to 18″ for surprise 4/6, +4 to hit with tongue (Dmg 0, ensnare), swallow whole on a 20; XPV 36+ 2/hp

Frog, poisonous: AL N; INT Non; SZ S (2′); MV 3″//9″; AC 8; HD 1; THAC0 19; #AT 1; Dmg 1; SA poison (save at +4), leap to 18″ for surprise 4/6, +4 to hit with tongue (Dmg 0, ensnare); XPV 35+ 1/hp

Gar, giant: AL N; INT Non; SZ L (21-30′); MV 0//30″; AC 3; HD 8; THAC0 12; #AT 1; Dmg 5-20; SA swallow whole on a 20 (death 5% per round); XPV 550+ 10/hp

Gargoyle: AL CE; INT Low; SZ M; MV 9″/15″ (MC C); AC 5; HD 4+4; THAC0 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD magic weapon to hit; XPV 165+ 5/hp

Gas Spore: AL N; INT Non; SZ L; MV 3″/3″ (MC A); AC 9; HD 1/8 (hp 1); THAC0 20; #AT 1; Dmg special (spores); SA disease, kills in 24 hours; SD explodes if hit (20′ radius; Dmg 6-36, save for half); XPV 33

Ghast: AL CE; INT Very; SZ M; MV 15″; AC 4; HD 4; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8; SA stench 10′ radius (save vs. poison or −2 to hit), paralysis per hit; SD immune to *sleep, charm*; XPV 190+ 4/hp

Huge: as above but SZ L; HD 6; THAC0 13; Dmg 3-6/3-6/3-10; XPV 425+ 6/hp

Ghoul: AL CE; INT Low; SZ M; MV 9″; AC 6; HD 2; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6; SA paralysis (save per hit); SD immune to *sleep, charm*; XPV 65+ 2/hp

Huge: as above but SZ L; HD 4; THAC0 15; Dmg 2-4/2-4/2-7; XPV 150+ 4/hp

Giant, Cloud: AL NG or NE; INT Ave; SZ L (18′); MV 15″; AC 2; HD 12+ 2-7; THAC0 9; #AT 1; Dmg 6-36; SA hurl rocks (range 24″, Dmg 2-24); SD surprised 1/6; XPV 4,250+ 16/hp

Female: as male but HD 11; THAC0 10; Dmg 5-30; XPV 3,750+ 16/hp

Giant, Fire: AL LE; INT Low-Ave; SZ L (12′); MV 12″; AC 3; HD 11+ 2-5; THAC0 10; #AT 1; Dmg 5-30; SA hurl rocks (range 20″, Dmg 2-20); SD immune to all fire; XPV 2,700+ 16/hp

Female: as male but HD 10; Dmg 4-24; SA hurl rocks (range 20″, Dmg 2-16); XPV 2,400+ 14/hp

Young: as adult but SZ M; HD 7; THAC0 13; Dmg 3-18; SA hurl rocks (range 16″, Dmg 2-12); XPV 475+ 8/hp

Giant, Frost: AL CE; INT Low-Ave; SZ L (15′); MV 12″; AC 4; HD 10+ 1-4; THAC0 10; #AT 1; Dmg 4-24; SA hurl rocks (range 20″, Dmg 2-20); SD immune to cold; XPV 2,250+ 14/hp

Female: as male but HD 9; THAC0 12; Dmg 3-18; SA hurl rocks (range 20″, Dmg 2-16); XPV 1,200+ 12/hp

Young: as adult but SZ M; HD 5+2; THAC0 15; Dmg 2-12; SA hurl rocks (range 16″, Dmg 2-16); XPV 300+ 6/hp

Giant, Hill: AL CE; INT Low; SZ L (10′+); MV 12″; AC 4; HD 8+ 1-2; THAC0 12; #AT 1; Dmg 2-16; SA hurl rocks (range 20″, Dmg 2-16); XPV 1,400+ 12/hp

Female: as male but HD 6; THAC0 13; Dmg 1-10; XPV 300+ 6/hp

Young: as adult but SZ M; HD 4; THAC0 15; Dmg 1-8; XPV 85+ 4/hp

Giant, Mountain: AL CN; INT High; SZ L (14′); MV 12″; AC 4; HD 12; THAC0 9; #AT 1; Dmg 4-40; SA hurl rocks (range 20″, Dmg 2-16), summon aid for (01-70) 1d10+5 ogres, (71-90) 1d6+3 trolls, or (91-00) 1d4 hill giants; XPV 2,850+ 16/hp

Female: as male but HD 11; THAC0 10; Dmg 2-16; SA hurl rocks (range 16″, Dmg 2-12); XPV 2,700+ 16/hp

Giant, Stone: AL N; INT Ave; SZ L (12′); MV 12″; AC 0; HD 9+ 1-3; THAC0 12; #AT 1; Dmg 3-18; SA hurl rocks (range 30″, Dmg 3-30); XPV 1,800+ 14/hp

Female: as male but HD 8; Dmg 2-16; SA hurl rocks (range 24″, Dmg 3-24); XPV 900+ 10/hp

Giant, Storm: AL CG; INT Exc; SZ L (21′); MV 15″; AC 1; HD 15+ 2-7; THAC0 8; #AT 1; Dmg 7-42; SA *call lightning* (3, Dmg 10d6 to 15d6), *control winds, levitate* (self + 3,000 lb.), *predict weather, water breathing, weather summoning*; 1/day *lightning bolt* (Dmg 8-64); SD immune to electricity; XPV 5,850+ 20/hp

Female: as male but HD 14; Dmg 6-36; XPV 5,850+ 18/hp

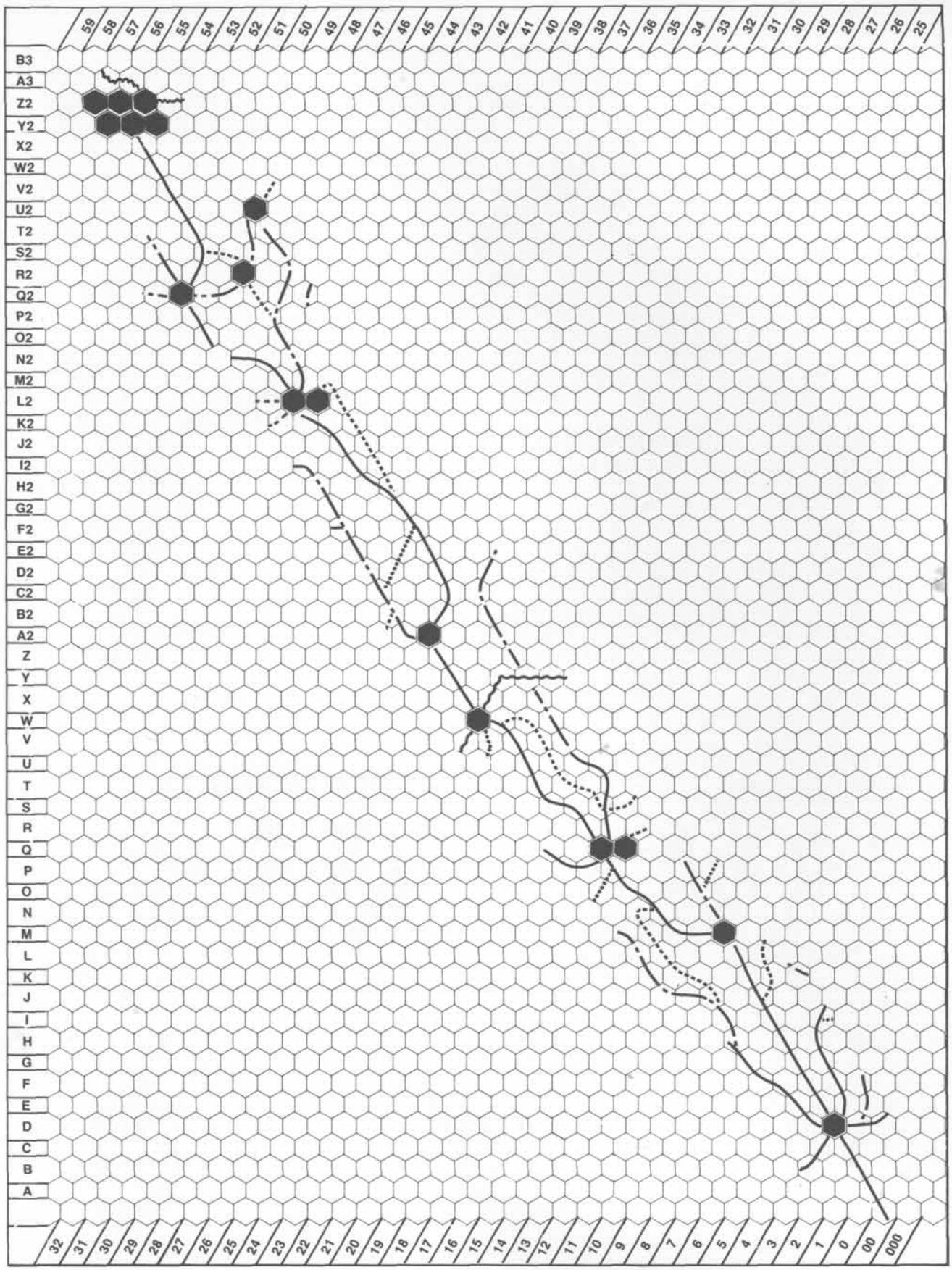
Gnoll: AL CE; INT Low-Ave; SZ L (7′+); MV 9″; AC 5; HD 2; THAC0 16; #AT 1; Dmg 2-8 or By weapon; XPV 28+ 2/hp

Goblin: AL LE; INT Low-Ave; SZ S (4′); MV 6″; AC 6; HD 1-1; THAC0 20; #AT 1; Dmg 1-6 or By weapon; SA detect new construction 25%, −1 to hit in sunlight; XPV 10+ 1/hp

Gorgon: AL N; INT Ani; SZ L; MV 12″; AC 2; HD 8; THAC0 12; #AT 1; Dmg 2-12; SA petrifying breath (4/day, 6″ cone), reaches astral & ethereal victims; XPV 1,750+ 10/hp

Gray Ooze: AL N; INT Ani; SZ M-L; MV 1″; AC 8; HD 3+3; THAC0 16; #AT 1; Dmg 2-16; SA acid (corrodes all but stone or wood); SD immune to spells, heat, and cold; XPV 200+ 5/hp

MAP 12 PLAYER'S WILDERNESS MAP
Grand Duchy of Geoff
Oytwood
Hochoch
Shiboleth
Wayburn
Lort River
Duchy
RUSHMOORS
HORNWOOD
Gorna
AXEWOOD
Javan River
Stark Mounds
Niole Dra
Sterich
Istivin
Flen
Good Hills
Kingdom of Keolan
Daytish River
Cryllor
Mist Mountains
Jotens
Longspear
Little Hills
Dreadwood
Loftwick
the Yeomanry
The Tors
Westkeep
Hool Marshes
Hold of the Sea Princes
Hokar
Port Jolio
Ruins
Hool River
Hellflats
Jebl



LARGE SCALE MAP: 1 HEX = 1 MILE

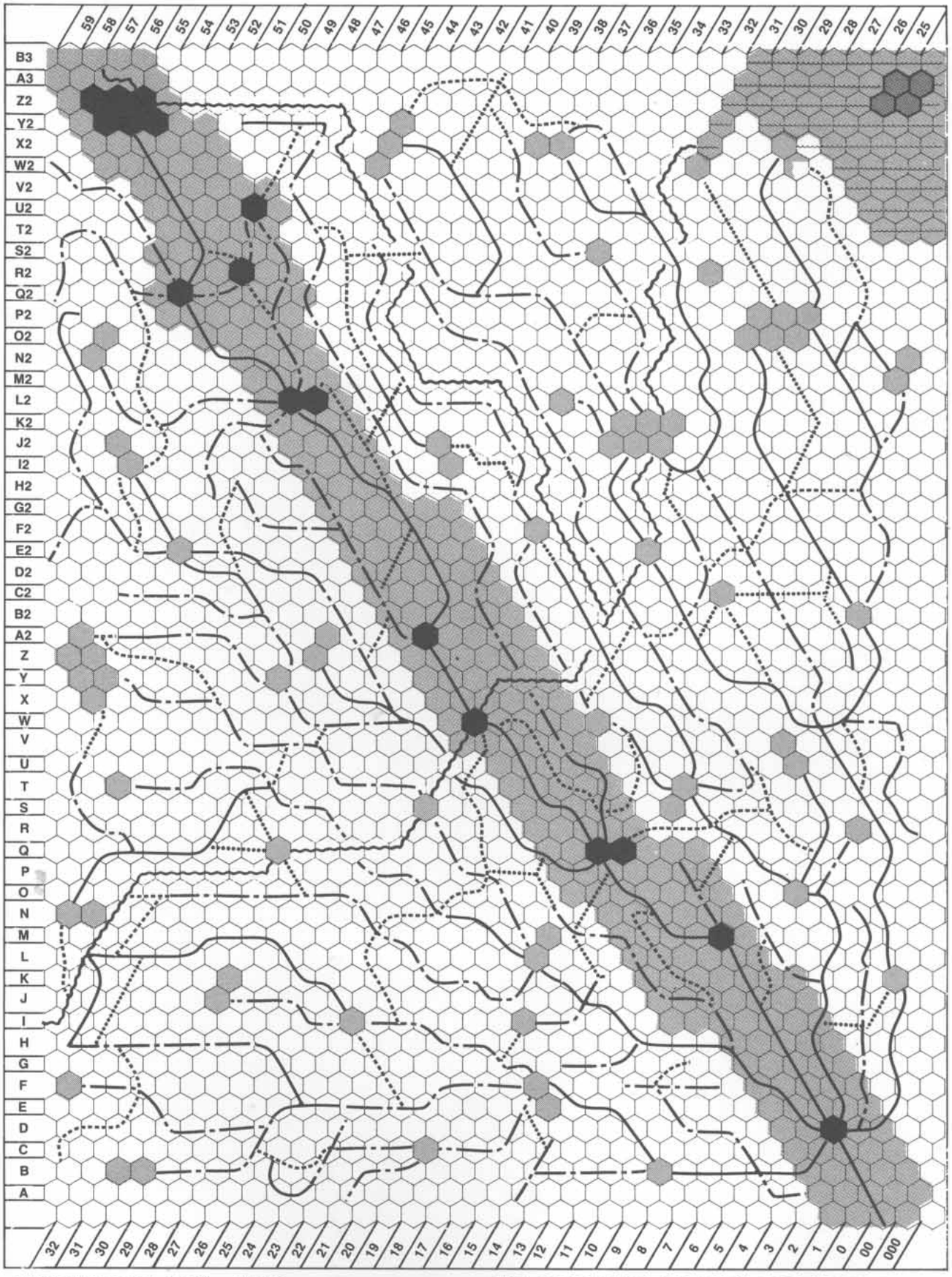
MAP 13 PLAYER'S UNDERGROUND PASSAGE MAP

- Encounter Area Detailed in a Module of this Series*
- Major Encounter Area as Described Above*
- Encounter Area to be Designed by DM or in a Forthcoming Module
- Major Encounter Area as Described Above*
- Waters of the Sunless Sea
- Islands of the Sunless Sea

*not shown to scale

- Primary Passage
- Secondary Passage
- Tertiary Passage
- Secret (Tertiary) Passage
- Underground River (80' to 240' wide)

Area Shaded is Shown on Players' Map



LARGE SCALE MAP: 1 HEX = 1 MILE

MAP 14 DM'S UNDERGROUND PASSAGE MAP

- Encounter Area Detailed in a Module of this Series*
- Major Encounter Area as Described Above*
- Encounter Area to be Designed by DM or in a Forthcoming Module
- Major Encounter Area as Described Above*
- Waters of the Sunless Sea
- Islands of the Sunless Sea

*not shown to scale

- Primary Passage
- Secondary Passage
- Tertiary Passage
- Secret (Tertiary) Passage
- Underground River (80' to 240' wide)

Area Shaded is Shown on Players' Map

MAP 15 DM'S WILDERNESS MAP
Grand Duchy of Geoff
Oytwood
Hochoch
Shiboleth
Lort River
Wayburn
Duchy of Ul
Rushmoors
Hornwood
Gorna
Axewood
Javan River
Stark Mounds
Niole Dra
Silver Two
Sterich
Istivin
Flen
Good Hills
Kingdom of Keolan
Lolth's Bubble
Daytish River
Mist Mountains
Cryllor
Jotens
Hill Giant Steading
Longspear
Little Hills
Dreadwood
Loftwick
The Yeomanry
Frost Giant Glacier
Encounter Border
The Tops
Westkeep
Hool Marshes
Hold of the Sea Princes
Fire Giant Hall
Ruins
Hokar
Port Toli
Hool River
Ierl

Green Slime: AL N; INT Non; SZ S; MV 0; AC 9; HD 2; THAC0 16; #AT 1; Dmg special; SA dissolves metal; SD immune to all but fire or *cure disease*; XPV 610 + 2/hp

Griffon: AL N; INT Semi; SZ L; MV 12″/30″ (MC C); AC 3; HD 7; THAC0 13; #AT 3; Dmg 1-4/1-4/2-16; XPV 375 + 10/hp

Harpy: AL CE; INT Low; SZ M; MV 6″/15″ (MC C); AC 7; HD 3; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6; SA *charm* by song and touch; XPV 145 + 3/hp

Hell Hound: AL LE; INT Low; SZ M; MV 12″; AC 4; HD 4, 5, 6, or 7; THAC0 15 or 13; #AT 1; Dmg 1-10; SA surprise 4/6, fire breath range 10′, Dmg = HD); SD surprised 1/6, *detect invisibility* 50%; XPV HD4 240 + 4/hp, HD5 320 + 5/hp, HD6 550 + 6/hp, HD7 825 + 8/hp

Hieracosphinx: AL CE; INT Low; SZ L (7′); MV 9″/36″ (MC D); AC 1; HD 9; THAC0 12; #AT 3; Dmg 2-8/2-8/1-10; XPV 600 + 12/hp

Hobgoblin: AL LE; INT Ave; SZ M (6′+); MV 9″; AC 5; HD 1+1; THAC0 18; #AT 1; Dmg 1-8 or By weapon; XPV 20 + 2/hp

Illithid (Mind Flayer): AL LE; INT Gen; SZ M; MV 12″; MR 90%; AC 5; HD 8+4; THAC0 12; #AT 4; Dmg 2 (each) + special; Psi 241-340, A/FGH; SA tentacle grasps and gets brain in 1-4 rounds; psionic disciplines at L7 mastery *(astral projection, body equilibrium, domination, ESP, levitation, probability travel)*; XPV 1,800 + 12/hp

Jackalwere: AL CE; INT Very; SZ S (M); MV 12″; AC 4; HD 4; THAC0 15; #AT 1; Dmg 2-8; SA sleep gaze (vs. unsuspecting); SD iron or magic weapon to hit; XPV 800 + 4/hp

Jermlaine (Jinxkin): AL (L)NE; INT Ave; SZ S (1′); MV 15″; AC 7; HD 1/2; THAC0 20; #AT 1; Dmg 1-2 or 1-4; SD save as HD 4 vs. all magic for no damage; XPV 7 + 1/hp

Kuo-Toa: See Appendix 5.

Leech: AL N; INT Non; SZ S; MV 3″; AC 9; HD 1; THAC0 19; #AT 1; Dmg 1-4; SA drain blood 1 point per round; XPV 14 + 1/hp

Leopard, Snow: AL N; INT Semi; SZ M; MV 12″; AC 6; HD 3+2; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6; SA surprise 3/6, jump 25′ (or 20′ up), 2 paw hits allow rear claw rakes (Dmg 1-4/1-4); SD surprised 1/6; XPV 150 + 4/hp

Lich: AL N(E); INT Supra; SZ M; MV 6″; AC 0; HD 13; THAC0 9; #AT 1; Dmg 1-10; SA paralysis touch, sight panics to 5 HD, spells as Level 18 M-U; SD magic weapon to hit, immune to *charm, cold, death magic, electricity, enfeeblement, insanity, polymorph, sleep*; XPV 10,500 + 16/hp

Lion, Mountain: AL N; INT Semi; SZ M; MV 15″; AC 6; HD 3+1; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6; SA jump 20′ (or 15′ up), 2 paw hits allow rear claw rakes (Dmg 1-4/1-4); SD surprised 1/6; XPV 110 + 4/hp

Lion, Spotted: AL N; INT Semi; SZ L; MV 12″; AC 5/6; HD 6+2; THAC0 13; #AT 3; Dmg 1-4/1-4/1-12; SA jump 30′, 2 paw hits allow rear claw rakes (Dmg 2-8/2-8); SD surprised 1/6; XPV 300 + 6/hp

Lizard, Fire: AL N; INT Ani; SZ L (30′); MV 9″; AC 3; HD 10; THAC0 10; #AT 3; Dmg 1-8/1-8/2-16; SA flame breath (range 15′, Dmg 2-12); SD immune to fire; XPV 1350 + 14/hp

Lizard Mount: AL N(E); INT Ani; SZ L; MV 15″; AC 5; HD 4+4; THAC0 15; #AT 1 (bite); Dmg 2-8; XPV 90 + 5/hp

Lizard, Pack: AL N; INT Ani; SZ L; MV 9″; AC 5; HD 6+6; THAC0 13; #AT 1; Dmg 2-8; XPV 225 + 8/hp

Lizard, Subterranean: AL N; INT Non; SZ L (20′); MV 12″; AC 5; HD 6; THAC0 13; #AT 1; Dmg 2-12; SA double damage on a 20, suction cup feet; XPV 350 + 6/hp

Huge: as above but HD 6+24; Dmg 3-13

Lurker Above: AL N; INT Non; SZ L (20′); MV 1″/9″ (MC D); AC 6; HD 10; THAC0 10; #AT 1; Dmg 1-6; SA surprise 4/6, constricting (smother in 2-5 rounds); SD hides for 90% undetected; XPV 1,500 + 14/hp

Mammoth: AL N; INT Semi; SZ L (12′); MV 12″; AC 5; HD 13; THAC0 9; #AT 5; Dmg 3-18/3-18/2-16/2-12/2-12; SA 2 attacks maximum vs. one opponent; XPV 3,000 + 18/hp

Mastodon: AL N; INT Semi; SZ L (10′); MV 15″; AC 6; HD 12; THAC0 9; #AT 5; Dmg 2-16/2-16/2-12/2-12/2-12; SA 2 attacks maximum vs. one opponent; XPV 2,000 + 16/hp

Manticore: AL LE; INT Low; SZ L; MV 12″/18″ (MC E); AC 4; HD 6+3; THAC0 13; #AT 3; Dmg 1-3/1-3/1-8; SA 24 tail spikes (6 per volley; range 18″, Dmg 1-6 each); XPV 525 + 8/hp

Marlgoyle: AL CE; INT Low; SZ M; MV 6″/12″ (MC C); AC 2; HD 6; THAC0 13; #AT 4; Dmg 1-6/1-6/2-8/2-8; SA surprise 20%; SD magic weapon to hit, 80% invisible near stone; XPV 350 + 6/hp

Minotaur: AL CE; INT Low; SZ L; MV 12″; AC 6; HD 6+3; THAC0 13; #AT 2; Dmg By weapon/By size; SA axe (Dmg 1-10) or flail (4-9), butt attack (Dmg 1-4 vs. S-M, 2-8 vs. L); SD surprised 1/6; XPV 400 + 8/hp

Mold, Brown: AL N; INT Non; SZ S-L; MV 0; AC 9; HD 5; #AT/Dmg Nil; SA cold 5′ radius (Dmg 4-32 for humanoid); SD affected only by cold, heat causes growth; XPV 245 + 5/hp

Mold, Yellow: AL N; INT Non; SZ S-L; MV 0; AC 9; HD 2; #AT/Dmg Nil; SA Dmg 1-8 if touched; SD spore cloud 50% if struck (10′ cube, save vs. poison or die), damaged by fire only, *continual light* causes dormancy (no spores); XPV 73 + 2/hp

Nightmare: AL N(E); INT High; SZ L; MV 15″/36″ (MC B); AC −4; HD 6+6; THAC0 13; #AT 3; Dmg 2-8/4-10/4-10; SA breathe smoke (save vs. breath or −2 to hit); SD *fly, go ethereal, go astral*; XPV 600 + 8/hp

Ochre Jelly: AL N; INT Non; SZ M; MV 3″; AC 8; HD 6; THAC0 13; #AT 1; Dmg 3-12; SD lightning divides in two; XPV 150 + 6/hp

Ogre: AL CE; INT Low; SZ L (9′+); MV 9″; AC 5; HD 4+1; THAC0 15; #AT 1; Dmg 1-10 or By weapon +2; XPV 90 + 5/hp

Ogre Mage: AL LE; INT Ave-Exc; SZ L (10′+); MV 9″/15″ (MC B); AC 4; HD 5+2; THAC0 15; #AT 1; Dmg 1-12; SA at will *darkness 10′ radius*, 1/day *charm person, sleep, cone of cold* (Dmg 8-64); SD regenerate 1 hp/round, at will *fly, invisibility, polymorph self* (to bipedal humanoid), 1/day *gaseous form*; XPV 900+ 6/hp

Orc: AL LE; INT Ave-Low; SZ M (6′+); MV 9″; AC 6; HD 1; THAC0 19; #AT 1; Dmg 1-8 or By weapon; SD detect slopes 25%, detect new construction 35%; −1 to hit in sunlight; XPV 10+ 1/hp

Pedipalp, giant: AL N; INT Non; SZ L; MV 6″; AC 2; HD 4+4; THAC0 15; #AT 3; Dmg 1-8/1-8/2-8; SA hit grips for Dmg 4-24 per round, poison gas (3/day, 20′ radius, save or −3 "to hit" for 1-6 rounds); XPV 170+ 5/hp

Pedipalp, huge: AL N; INT Non; SZ S; MV 9″; AC 4; HD 2+2; THAC0 16; #AT 3; Dmg 1-6/1-6/1-8; SA hit grips for Dmg 2-12 per round; XPV 50+ 3/hp

Pedipalp, large: AL N; INT Non; SZ S; MV 12″; AC 7; HD 1+1; THAC0 18; #AT 1; Dmg 1-8; XPV 20+ 2/hp

Piercer: AL N; INT Non; SZ S-M; MV 1″; AC 3; #AT 1; SA surprise 95%

- HD 1: THAC0 19; Dmg 1-6; XPV 10+ 1/hp
- HD 2: THAC0 16; Dmg 2-12; XPV 20+ 2/hp
- HD 3: THAC0 16; Dmg 3-18; XPV 35+ 3/hp
- HD 4: THAC0 15; Dmg 4-24; XPV 60+ 4/hp

Pike, giant: AL N; INT Non; SZ L (9′+); MV 0//36″; AC 5; HD 4; THAC0 15; #AT 1; Dmg 4-16; SA surprise 4/6; XPV 85+ 4/hp

Purple Worm: AL N; INT Non; SZ L (8-9′ diameter, 50′ long); MV 9″; AC 6; HD 15; THAC0 8; #AT 2; Dmg 2-24/2-8; SA poison sting, swallow whole (if +4 over to hit needed) kills in 6 rounds; XPV 4,900+ 20/hp

Pudding, Black: AL N; INT Non; SZ S-L (5′-8′); MV 6″; AC 6; HD 10; THAC0 10; #AT 1; Dmg 3-24; SA dissolve wood and metal; SD immune to cold, divided by blows or lightning; XPV 1,350+ 14/hp

Pudding, White: AL N; INT Non; SZ S-L (3′-9′ diameter); MV 9″; AC 8; HD 9; THAC0 12; #AT 1; Dmg 7-28; SA dissolve animal or vegetable matter (only), SD immune to acid, cold, and poison, divided by blows or lightning; XPV 1,200+ 12/hp

Pyrohydra: AL NE; INT Semi; SZ L; MV 9″; AC 5; HD 10 (hp 8 per head); THAC0 10; #AT 10; Dmg 1-8 each; SA fire breath (2 per day per head, range 20′, Dmg 8); XPV 2,100+ 14/hp

Pyrolisk: AL NE; INT Low; SZ S; MV 6″/18″ (MC C); AC 6; HD 4+3; THAC0 15; #AT 1; Dmg 1-4; SA gaze (internal fire; Dmg 2-13, save vs. petrification or die unless fire resistant), *pyrotechnics* (30′ range); SD immune to all fire; XPV 240+ 5/hp

Quasit: AL CE; INT Low; SZ S (1′); MV 15″; MR 25%; AC 2; HD 3; THAC0 16; #AT 3; Dmg 1-2/1-2/1-4; SA claw poison (save or lose 1 Dexterity for 2-12 rounds), 1/day *fear* (3″ radius); SD magic weapon to hit, save as L7 fighter, regenerate 1 hp/round, immune to cold, fire, and lightning; at will *become invisible, detect magic, detect good, polymorph self* (to 2 of giant centipede, bat, frog, or wolf); XPV 325+ 3/hp

Rakshasa: AL LE; INT Very; SZ M; MV 15″; AC −4; HD 7; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA *ESP, illusions*, spells as Level 7 Magic-User and Level 2 Cleric; SD immune to normal weapons and spells of 7th level or less, half damage from +1 or +2 weapons; XPV 1,425+ 8/hp

Rat, giant: AL N(E); INT Semi; SZ S; MV 12″//6″; AC 7; HD ½; THAC0 20; #AT 1; Dmg 1-3; SA 5% disease per bite (save vs. poison); XPV 7+ 1/hp

Remorhaz: AL N; INT Ani; SZ L (21′+); MV 12″; MR 75%; AC 0/2/4, HD 7 to 14; THAC0 13 to 8; #AT 1; Dmg 6-36; SA swallows whole on a 20 (instant kill from heat); SD back fins melt normal weapons, hot to touch (Dmg 10-100); XPV HD7 950+ 8/hp, HD8 1450+ 10/hp, HD9 2,300+ 12/hp, HD10 3,450+ 14/hp, HD11-12 5,100+ 16/hp, HD13-14 7,050+ 18/hp

Rhinoceros, Wooly: AL N; INT Ani; SZ L; MV 12″; AC 5; HD 10; THAC0 10; #AT 1; Dmg 2-12; SA charge (double damage), trample (Dmg 2-8); XPV 1,350+ 14/hp

Roper: AL CE; INT Exc; SZ L; MV 3″; MR 80%; AC 0; HD 10, 11, or 12; THAC0 10 or 9; #AT 1; Dmg 5-20; SA 6 strands (lose half strength in 1-3 rounds) drag prey 10′ per round; SD immune to lightning, half damage from cold, save at −4 vs. fire; XPV HD10 3,450+ 14/hp, HD11-12 5,100+ 16/hp

Rust Monster: AL N; INT Ani; SZ M; MV 18″; AC 2; HD 5; THAC0 15; #AT 2; Dmg rust; XPV 185+ 4/hp

Salamander: AL CE; INT High; SZ M; MV 9″; AC 5/3; HD 7+7; THAC0 12; #AT 2; Dmg 1-6/1-6; SA heat (damage bonus 1-6 per hit); SD magic weapon to hit, immune to fire, *sleep, charm, hold*; cold Dmg +1 per die; XPV 825+ 10/hp

Scorpion, large: AL N; INT Non; SZ S; MV 9″; AC 5; HD 2+2; THAC0 16; #AT 3; Dmg 1-4/1-4/1; SA poison sting (save at +2); XPV 90+ 3/hp

Scorpion, huge: AL N; INT Non; SZ M; MV 12″; AC 4; HD 4+4; THAC0 15; #AT 3; Dmg 1-8/1-8/1-3; poison sting; XPV 165+ 5/hp

Scorpion, giant: AL N; INT Non; SZ M; MV 15″; AC 3; HD 5+5; THAC0 15; #AT 3; Dmg 1-10/1-10/1-4; SA poison sting; XPV 650+ 6/hp

Shadow: AL CE; INT Low; SZ M; MV 12″; AC 7; HD 3+3; THAC0 16; #AT 1; Dmg 2-5; SA hit drains 1 strength for 2-8 turns; SD magic weapon to hit, immune to *sleep, charm, hold, cold*, 90% invisible except in bright light; XPV 225+ 4/hp

Shambling Mound: AL N; INT Low; SZ L; MV 6″; AC 0; HD 8, 9, 10, or 11; THAC0 12 or 10; #AT 2; Dmg 2-16/2-16; SA 2 hits cause entangle (suffocate in 2-8 rounds); SD immune to fire and mind attacks, half damage from weapons, half or no damage from cold, lightning causes growth; XPV HD8 1,800+ 10/hp, HD9 2,900+ 12/hp, HD10 4,350+ 14/hp, HD11

6,500 + 16/hp

Shrieker: AL N; INT Non; SZ S-L; MV 1"; AC 7; HD 3; #AT/Dmg Nil; SA screams for 1-3 rounds (50% attract other monsters); XPV 5 + 1/hp

Skeleton: AL N; INT Non; SZ M; MV 12"; AC 7; HD 1; THAC0 19; #AT 1; Dmg 1-6; SD half damage from edged weapons, immune to *sleep*, *charm*, *hold*, and cold; XPV 14 + 1/hp

Slithering Tracker: AL N; INT Ave; SZ S (2' + long); MV 12"; AC 5; HD 5; THAC0 15; #AT 1; Dmg Nil; SA paralysis, hit attaches (blood drain kills in 6 turns); SD 90% invisible; XPV 280 + 5/hp

Slug, giant: AL N; INT Non; SZ L; MV 6"; AC 8; HD 12; THAC0 9; #AT 1; Dmg 1-12; SA spit acid (50% base hit, Dmg as dragon); SD immune to blunt weapons; XPV 2,000 + 16/hp

Snake, giant Constrictor: AL N; INT Ani; SZ L; MV 9"; AC 5; HD 6+1; THAC0 13; #AT 2; Dmg 1-4/2-8; SD continuous damage, unwound by 64 + strength points; XPV 225 + 8/hp

Solifugid: AL N; INT Non; #AT 2 or 1; Dmg Nil/Nil or By beak; SA claw hit grips (for +3 to hit with beak)

- Giant: SZ L; MV 12"; AC 4; HD 6+6; THAC0 13; Dmg 4-16; XPV 350 + 8/hp
- Huge: SZ M; MV 9"; AC 5; HD 5+5; THAC0 15; Dmg 3-12; XPV 225 + 6/hp
- Large: SZ M; MV 9"; AC 6; HD 3+3; THAC0 16; Dmg 2-8; XPV 85 + 4/hp

Spectre: AL LE; INT High; SZ M; MV 15"/30" (MC A); AC 2; HD 7+3; THAC0 13; #AT 1; Dmg 1-8; SA double energy drain; SD magic weapon to hit, immune to *sleep*, *charm*, *hold*, cold, poison, and paralysis; XPV 1,650 + 10/hp

Spider, giant: AL CE; INT Low; SZ L; MV 3"*12"; AC 4; HD 4+4; THAC0 15; #AT 1; Dmg 2-8; SA poison; XPV 315 + 5/hp

Spider, giant Black Widow: AL CE; INT Low; SZ L; MV 3"*12"; AC 4; HD 6; THAC0 13; #AT 1; Dmg 2-8; SA webs, poison (save at −2); XPV 350 + 6/hp

Spider of Lolth: as giant but HD 4+12

Spider, giant Water: AL N; INT Semi; SZ M; MV 15"//15"; AC 5; HD 3+3; THAC0 16; #AT 1; Dmg 1-4; SA poison; XPV 190 + 4/hp

Spider, huge: AL N; INT Ani; SZ M; MV 18"; AC 6; HD 2+2; THAC0 16; #AT 1; Dmg 1-6; SA leap 3" for surprise 5/6, poison bite (save at +1); XPV 145 + 3/hp

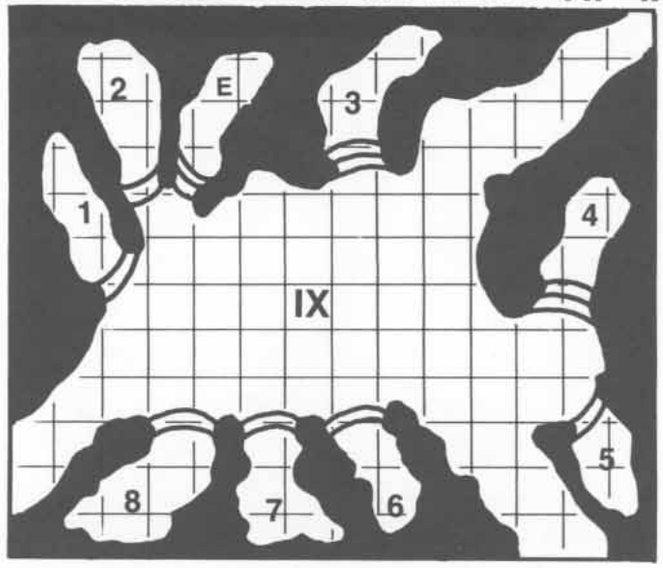
Spider, large: AL N; INT Ani; SZ S; MV 6"*15"; AC 8; HD 1+1; THAC0 18; #AT 1; Dmg 1; SA poison bite (save at +2); XPV 65 + 2/hp

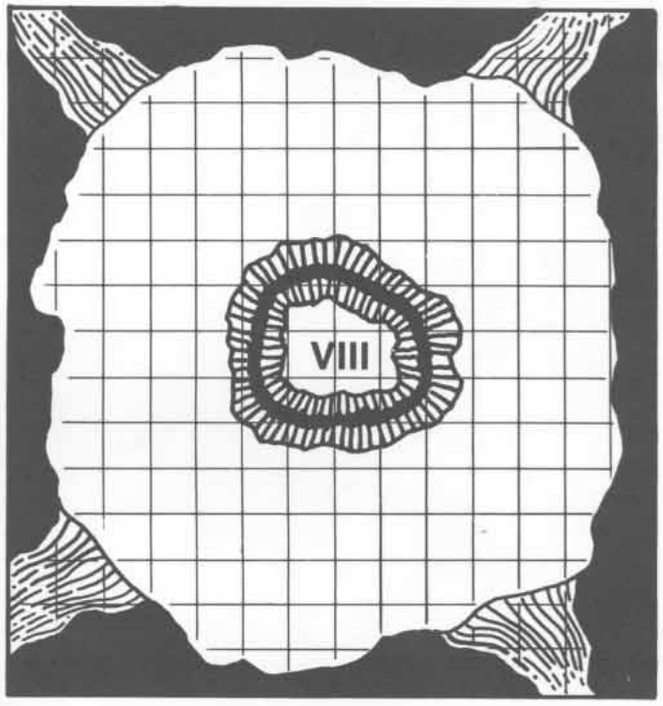
Spider, Phase: AL N; INT Low; SZ L; MV 6"*15"; AC 7; HD 5+5; THAC0 13; #AT 1; Dmg 1-6; SA poison (save at −2); SD *go ethereal*; XPV 700 + 6/hp

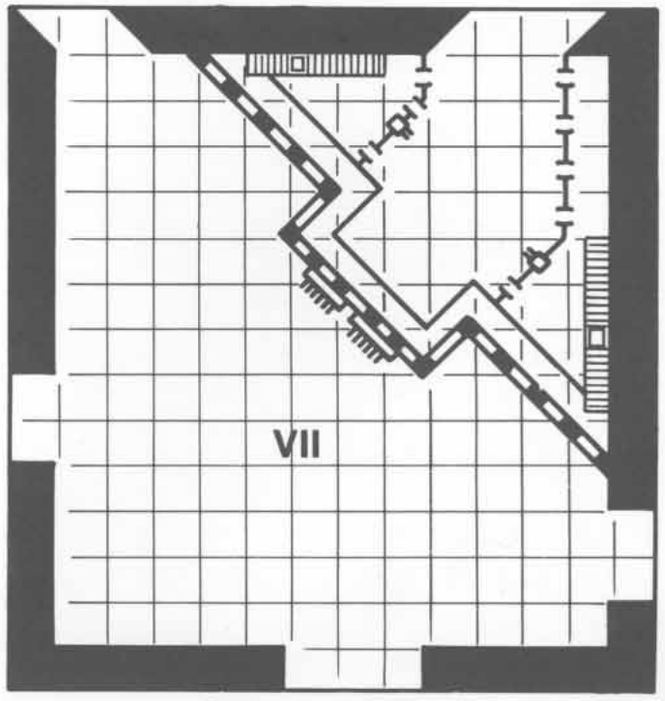
Svirfneblin: See Appendix 5.

Toad, giant Ice: AL N; INT Ave; SZ L; MV 9"; AC 4; HD 5; THAC0 15; #AT 1; Dmg 3-12; SA radiate cold (every other

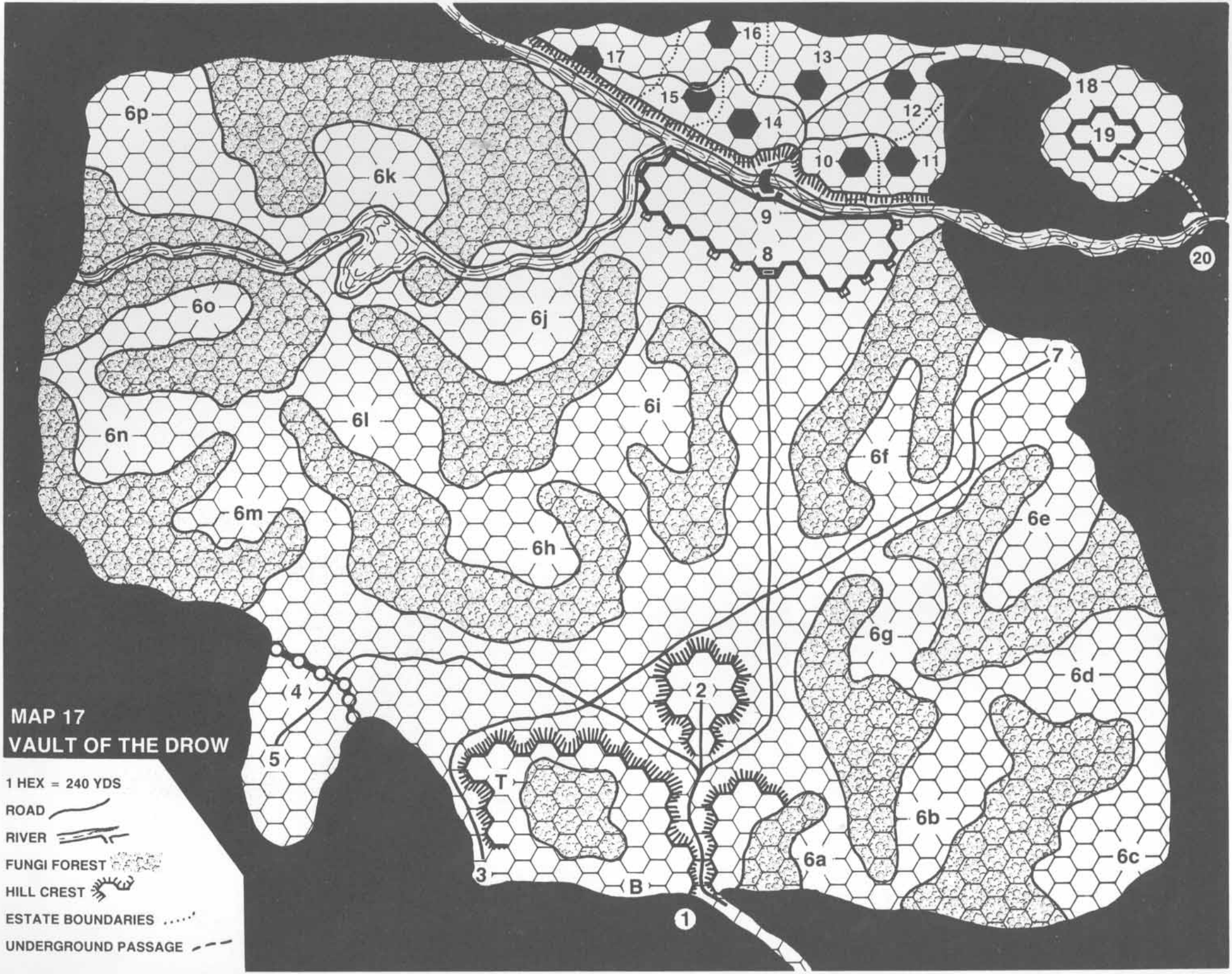
MAP 16 ENCOUNTER AREAS VII - IX







Scale: 1 square = 10'


MAP 17
VAULT OF THE DROW
1 HEX = 240 YDS
ROAD
RIVER
FUNGI FOREST
HILL CREST
ESTATE BOUNDARIES
UNDERGROUND PASSAGE
6p
6k
6o
6j
6n
6l
6i
6m
6h
6f
6e
6g
6d
6b
6a
6c
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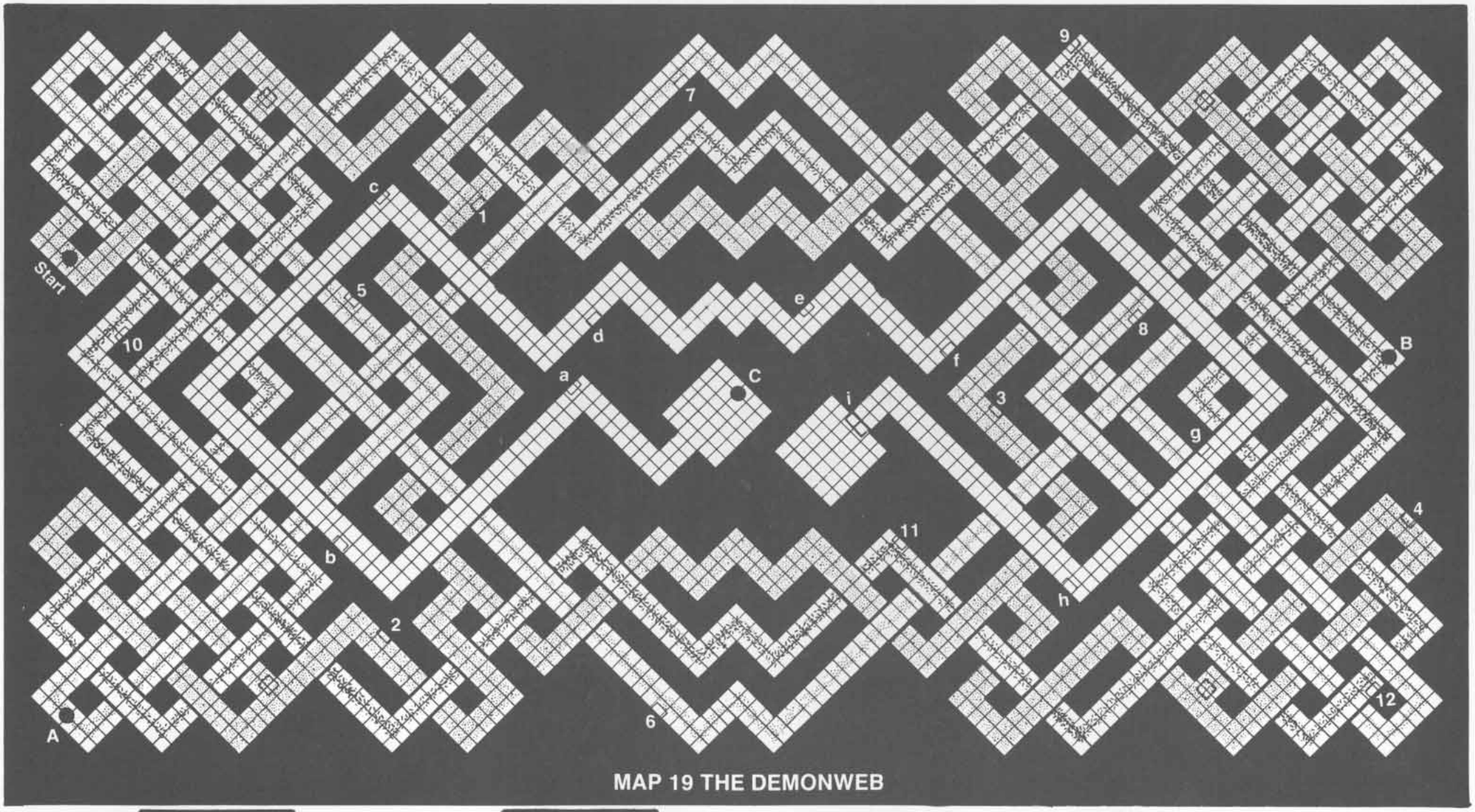
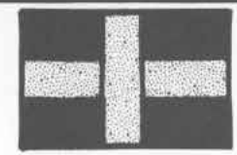
MAP 18 THE GREAT FANE OF LOLTH

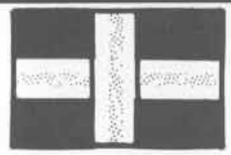
Scale: 1 square = 10′



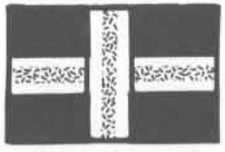
MAP 19 THE DEMONWEB



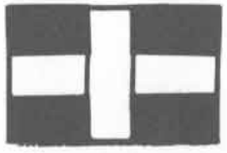
First Level



Second Level
1-12 and a-i are Doors

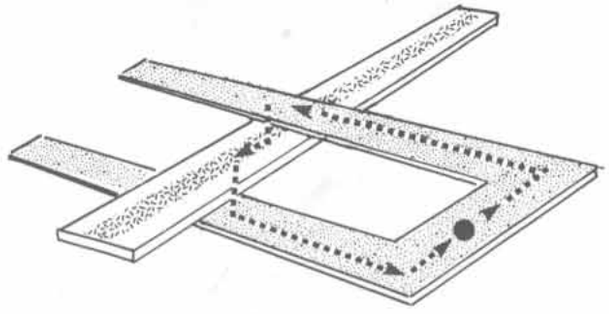


Third Level



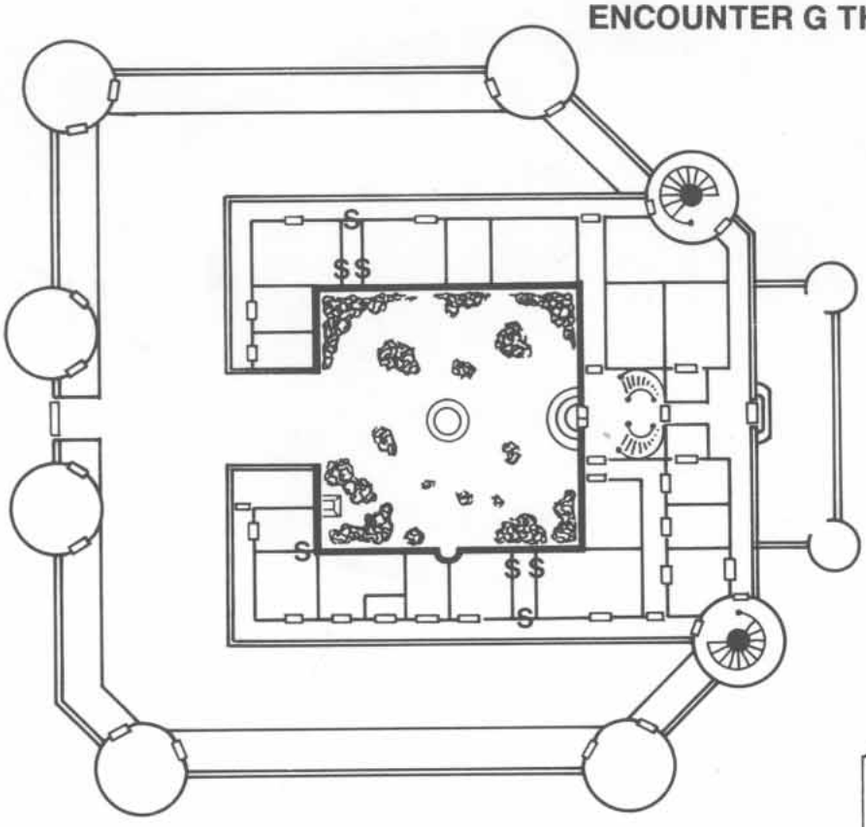
Fourth Level

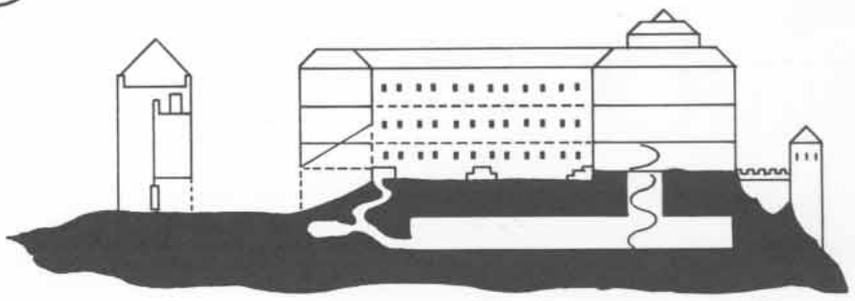
A, B, C are Teleportation arrival points



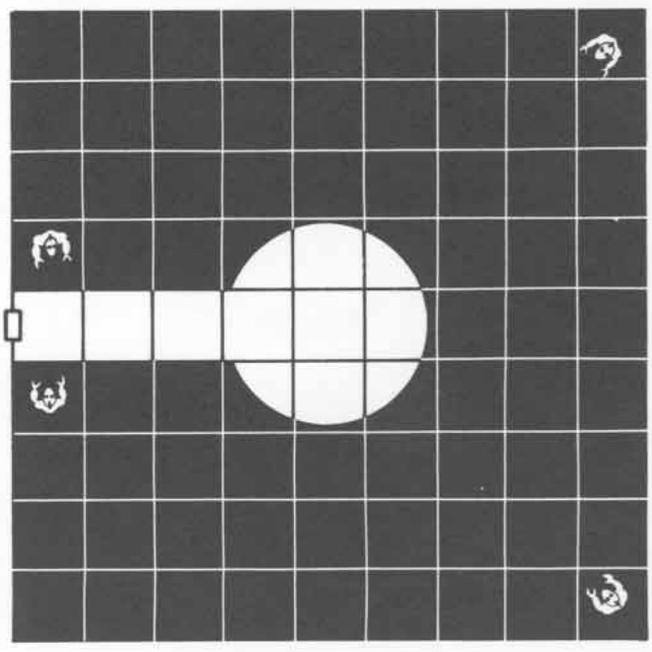
MAP 20

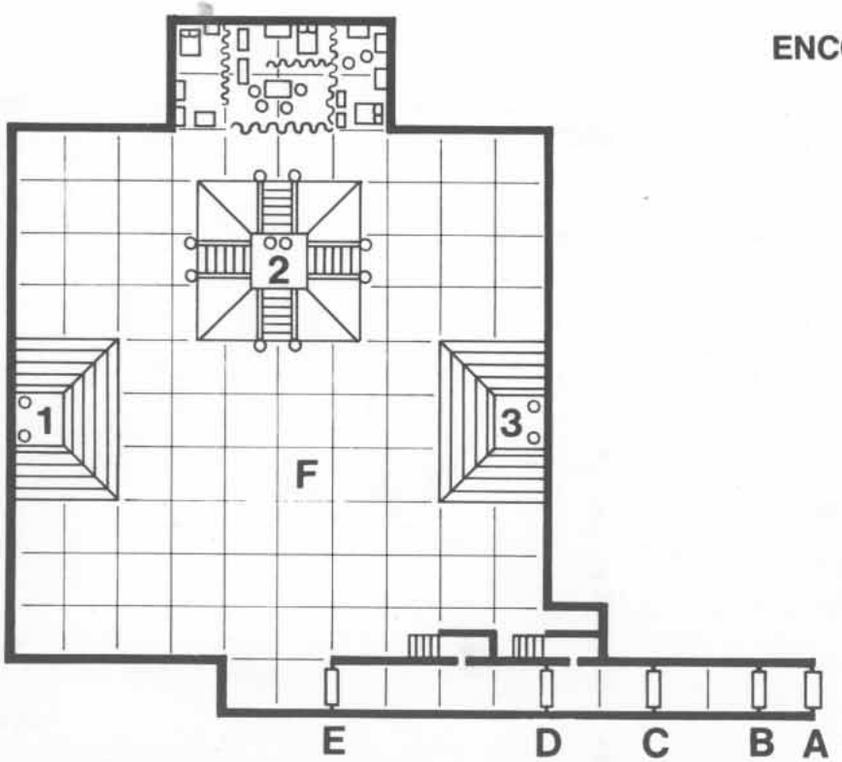
ENCOUNTER G THE NIGHTWORLD OF VLAD TOLENKOV





ENCOUNTER 8 SECOND TELEPORTATION ROOM

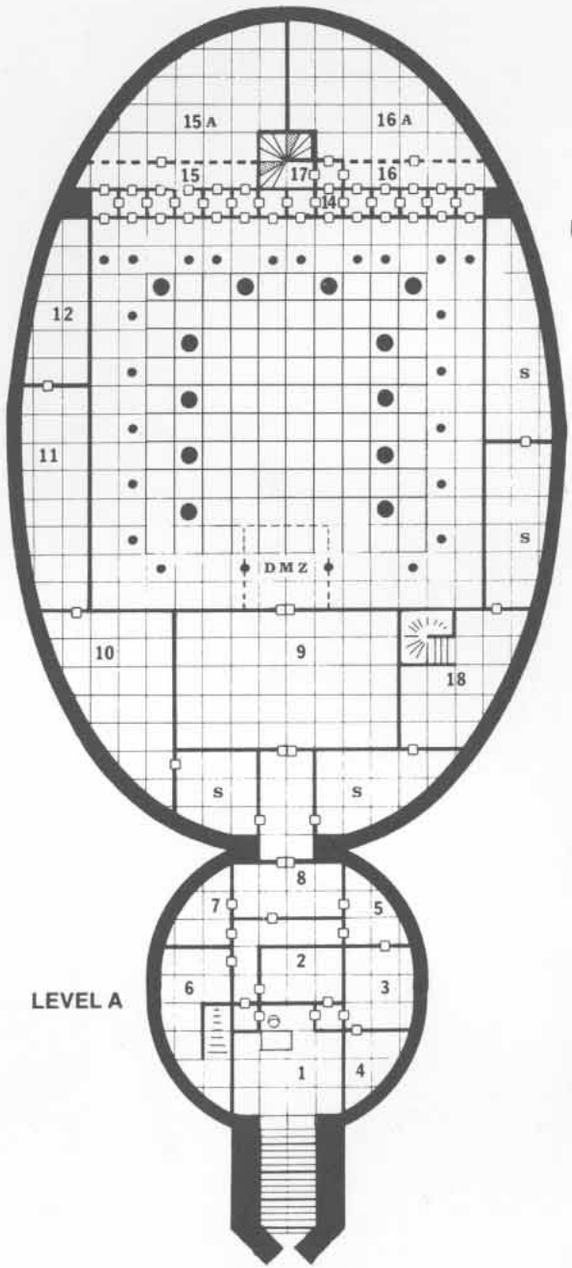




ENCOUNTER 10 THE LIEUTENANTS OF LOLTH

LOLTH'S SPIDER SHIP

DECKS A & B

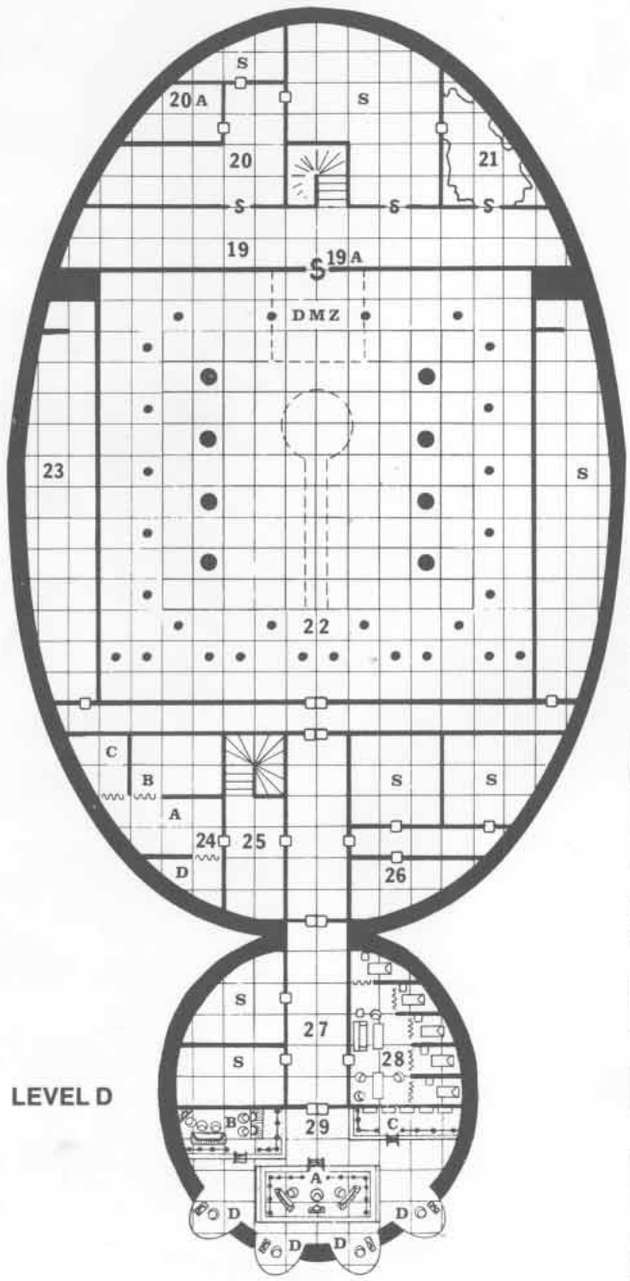


LEVEL B

LEVEL A

MAP 21

DECKS C & D



LEVEL C

LEVEL D

MAP 22

- DOOR
- TABLE
- CHAIR
- STAIRS DOWN
- DOUBLE DOOR
- STORAGE
- GRAY FLOOR
- PILLAR
- ILLUSIONARY WALL
- SPIRAL STAIR
- RAILING
- CONSOLE
- POWER
- BLISTER WINDOW
- SECRET DOOR
- CURTAIN
- TABLE
- COUCH
- BED
- PLATFORM

MAP 23

LOLTH'S SPIDER SHIP

MAP 24

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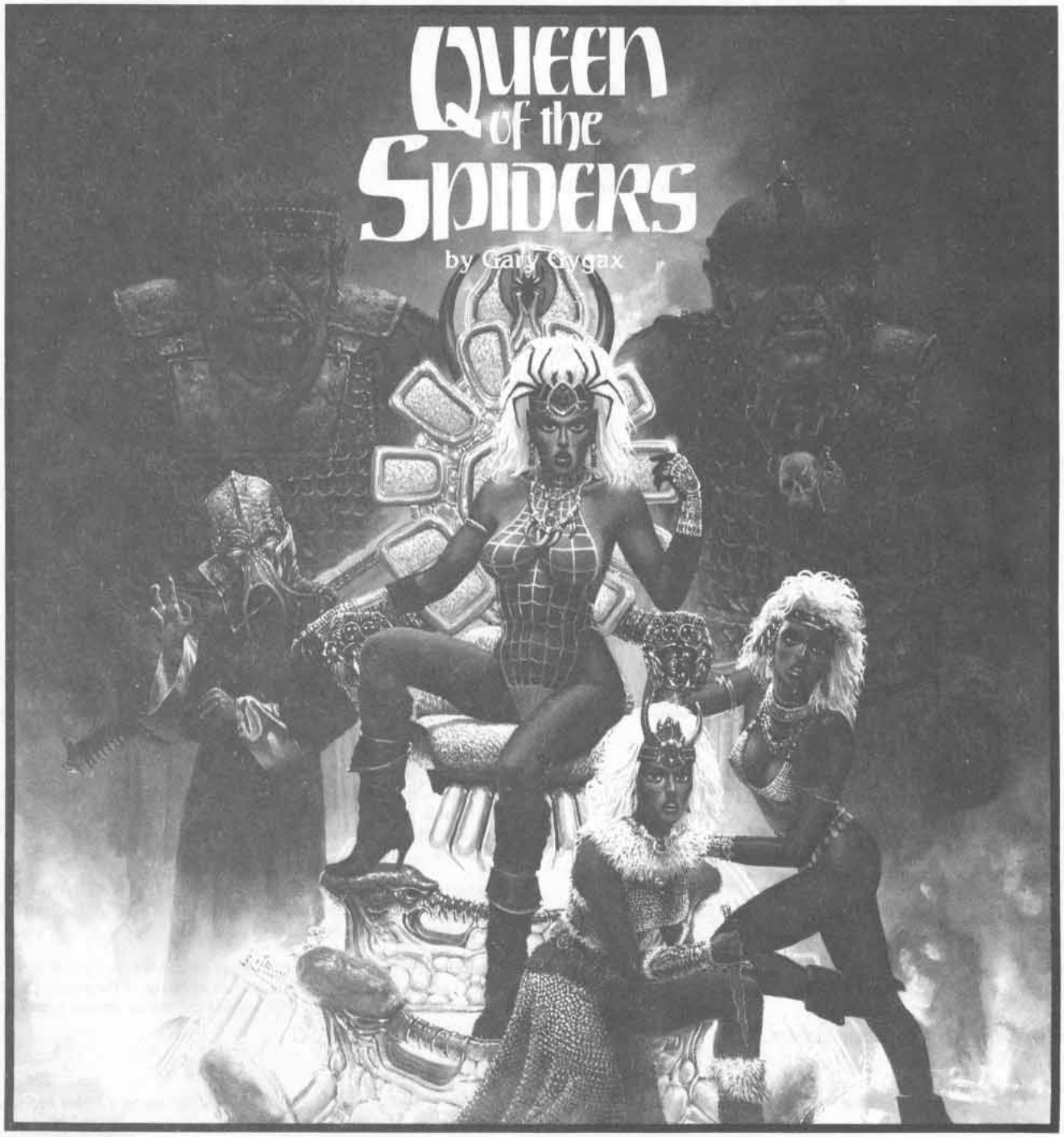

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Queen of the Spiders

by Gary Gygax

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She sits at the center of her Web, a dark force of intense evil power. Her strands reach across Oerth, through the Crystalmist mountains, across the embattled human kingdoms, and even reaching the councils of Pomarj and beyond.

The adventure began in the *Temple of Elemental Evil*, and continued with *Scourge of the Slavelords*. It now comes to a climax as the dark forces begin to move against all mankind.

This product contains revised material that originally appeared in modules *G1 (Steading of the Hill Giant Chief), G2 (Glacial Rift of the Frost Giant Jarl), G3 (Hall of the Fire Giant King), D1 (Descent into the Depths of the Earth), D2 (Shrine of the Kuo-Toa), D3 (Vault of the Drow)*, and *Q1 (Queen of the Demonweb Pits)*. New material for further adventures is also included.

You can use this adventure alone, or as the conclusion of the series.

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